Record of Implementations

* Added Board, Player, Driver and Space class
* Added constructors for classes
* Added space positions and names to Space class
* Player array in Driver
* Space(64 spaces) array in Board
  + List spaces added(check if space is taken)
* Add space 1-64 in Driver
* Get and set player space in Player
* Added carrot cards and lettuce cards (and getters and setters)to Player class
  + Add carrot cards and lose carrot cards(+math) methods
* Add player and list player methods in Driver
* Run game (using player array for individual player menus) in Driver
* Main menu switch statements pre-players
* Main menu string options
* Main game menu for all players (after start game)
* Main game menu string options
* Moving players around the board using spaces
* Players choice for how many spaces they want to move
* Added validation for the choice of spaces to move
* Player position in race
* Check space (for Hare, Carrots, numbers, Lettuce, Tortoise and Finish) + switch statements
* Lettuce action (for lettuce cards and lettuce spaces) + miss go
* Carrot action (for carrot cards and carrot spaces) + miss go
* Number action (for number squares and player position) + miss go
* Lettuce and Carrot actions in menus and player moves
* Added number square actions in menus and player moves
* Added reset player in Player
* Added reference race card
* Added Finish action
* Added Hare card methods
* Tortoise square (and capability to move backwards)
* Set min players to 2, max players 6
* Added rules
* Comments + authors