* Contributors:
  + Aaron Davidson
    - Wrote the method “support.”
  + Alex Faull
    - Wrote the method “topBase.”
  + Christopher Marvelle
    - Wrote the method “pyramid.”
  + Huantong “Jenny” Ji
    - Wrote the method “base.”
  + Quynh “Julie” Duong
    - Wrote the method “pyramid.”
  + Wonjun Lee
    - Wrote the method “support.”
  + Youssef Ben Taleb
    - Wrote the method “topBase.”
* Goal:
  + Write a program that produces the figure (which vaguely resembles the Seattle Space Needle) as its output using nested “for” loops. Use a class constant to make it possible to change the size of the figure.
* Our Process:
  + Seeing that the figure was able to be made into sections we divided the shape into four parts; “support,” “topBase,” “pyramid,” and “base.”
  + On Canvas, each member was assigned a section to write a method that will produce a working product.
    - Each section must use a class constant that will “scale the printed figure.
    - Each member was to use the book to determine how the base scale of 4 scaled the figure.
  + After the majority of the team had submitted their section, the group met up on campus to compile our parts.
    - Once all of the methods were imported, the code was tested to see if the printed figure scaled appropriately.
    - Adjustments to the code were made, mainly producing proper spacing for alignment.
  + Once the completed code had been compiled and tested, comments were reviewed for clarity.
    - Each method includes a comment that credits the authors
    - While the methods were not identical to the original submissions, the program as a whole now produces the requested figure, and it is scalable.