

### **Changes**

- We initially planned on doing the game board GUI implementation in Java, but once we programmed our game board and AI logic in C++ we decided that the GUI should be done in C++ as well, which focused our graphics library choice to FLTK.

### **Difficulties**

- Programming the GUI in FLTK proved to be more difficult than anticipated

### **Solutions**

- We stuck to using FLTK, but the GUI is slightly less responsive and dynamic than we wanted it to be.

### **Lessons Learned**

- Full planning out the board and GUI design together, before coding might have eased the issues caused by doing the graphics in FLTK, or we could have re-evaluated using C++ for the game before we were too far in to reprogram it in Java, or another more graphics-friendly language.