**Assessment Documentation**

* The .net form1.cs script starts off by creating the 5x5 grid from the grid api using a 2d array and creating a 2d array of Boolean values.
* The public class form1 will then call the randomStart() method which loops through the entire lights array and with each increment, a button is created with a square size of 50, given a name using the index figures, assigned a position with values incremented so as to not collide with each other, and a colour is assigned to them to indicate that they are switched off. At the start each light is off except for a random few.
* These random few will call the invertButton() method with its parameters set to the lights array itself, as well as the pointers for the respective row and column.
* If a button is clicked, invertHandler() method will be called which then calls the invertbutton() method 5 separate times, one for the one clicked itself, one for the one above, to the left, right and down.
* invertButton() will take the Boolean value from the gridlights array and swap the value from true to false (or vice versa), and depending on whether it is on or off, the colour will be adjusted accordingly.
* After each button is pressed, it will check if all the lights are switched off or not from the checkEnd() method. This will loop through the gridlights array and if all the values are false, it will return true. If checkEnd() is true, it will exit the application, telling the user they won the game.