

1. I like my program because it was fun and easy to understand. The logic was pretty straightforward so we could spend more time coding instead of understanding the game. We also had an idea of how to make this program as soon as we looked into the game.
2. My team used a hybrid of the bottom up approach. We initially created the hierarchy of the program but as we started to code it and got bugs there would be times where we would not think about the approach and try to fix it a different way.
3. It did match with the original hierarchy. The only thing that is different is the turtle integration which changed many times as we programmed it.
4. We learned about recursion and the use cases for it. We used it as a countdown timer to start the game but it can be used in many different ways. In programming terms, recursion happens when a function calls itself. If you have a problem that is too complex, you can use recursion to break it down into simpler blocks.
5. I think if we had more time we would like to add a proper user interface that allows for interaction with the screen when playing the game. This would have really pushed the boundaries and made for a much cooler experience when playing.
6. The most difficult part of the assignment was probably implementing everyone's ideas into the code while completing it separately. Even though we divided the work it was hard to make sure each part of the code was accounted for and then connecting it back into one.
7.
  - Dhruv - 20% - Coded all turtle functions, debugged, made presentation content, and presented
  - Mariana - 20% - Made Hierarchy, debugged, and presented demo
  - Aaron - 50% - Implemented most of the functions and code, most invested in the project
  - Ethan - 10% - Helped make presentation, presented, and, debugged