Cycle Game

1. Action
2. ControlActorsAction #1 (Alexander)
    One for each character-The controls - Polymorphism
3. DrawActorsAction
4. HandleCollision
    Cycle to Cycle-Head to Trail (LOGAN)
5. MoveActors
6. KeyboardService
7. VideoService
8. Color
9. Point
10. Director
11. Actor
12. Cast
13. Score
    1 equals win and 0 equals loss (LOGAN)
    Need one on each side (Alexander)
    Loop to play again??? (Alexander)
14. Snake (Cycle) #1 (Alexander)
15. Snake (Cycle) #2 (MITCHELLE)
    Change color/position/etc. to be different from the first
16. Script
17. ControlActorsAction #2 (PUME)
    One for each character-The controls - Polymorphism

Notes
Velocity of cycle needs to be faster than it grows-

GROWTH (Clancy)
Both lose if you both hit heads???
Speed boost from food - Added feature?
Obstacle that hurts you Added feature?

Eldon and Vanessa can add the README and then work
on the added features