**Average:**

**1)**

**if** (player == *HORIZONTAL*) {

columnOffset = 1;

} **else** {

rowOffset = 1;

}

I wasn't sure what was going on with the row and column offset in here. Fine everywhere else though!

**2)**

I have added to the comments (the ones above and inside most of the methods) to better explain what exactly was going on in the code.

**Good:**

1. How do you declare an ArrayList of type integer that has a size constraint of two.
2. How do you return a value from an ArrayList at a specific index.
3. How do you add an item to an ArrayList.
4. How do you change a value in an ArrayList at a specific index.
5. Do you implement an interface from within a class.