***COMP-2005 Group 5 Project***

*How the design accounts for possible future networking*

We never planned very far ahead for potential future networking of our design of Ricochet Robots. However in our design we prioritized low coupling and high cohesion. In accomplishing this, our code is made to be able to be edited without causing the writing code too much trouble. Many classes work independently of each other so when one needs to be edited or rewritten, it will cause little change to other classes. So, if our design must be ported to other devices such as mobile devices, the game itself should not have to change very much, and if it does, it will be fairly approachable due to its nature of low coupling and high cohesion.