

1. Time required to finish the core requirements this homework
  - About 15 Hours
2. Time spend on the bonus features (if any).
  - About 4 Hours
3. A list of any external libraries (besides STL or Boost) that you used and why.
  - No external libraries, but added `<unistd.h>` for time keeping, `<string>` for string manipulation, and `<cmath>` for ceiling function, `<random>` for random functions
4. A list of core features that do not work correctly.
  - All core features work correctly.
5. A list of implemented bonus features, indicating whether they work or not
  - Additional support for resizing (Does not work, some attempt made)
  - Pausing while minimized/lost focus (works)
  - Sounds when hitting walls, scoring, winning, losing (works)
  - User selectable difficulties (works)
  - Title screen (somewhat implemented, has difficulty choosing)