Individual Contribution Report

My primary contribution to the project was in taking the initial logic and incorporating OOP principles. The initial game logic was organized to run in the command line through user input in one file/class. I divided the ideas into classes expanded the functionality. I also changed set up a system and set of classes that was ready to be added into a GUI component. We initially simulated the mechanics with numbers, so I switched to a visual system using buttons and grids of colored panel arrays.

I was active with the group in the discussion board and forum to help ensure we stayed active and on the same page.