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Project CMSC 331

<div align="center">Write Up(10 Points)</div>

1. I chose Java for the Memory Game because it is an Object Oriented Language and way easier to manipulate functions and methods as opposed to Lua and Scheme.

    I chose Scheme because it is a functional language and I found it very easy to use to do loops and keep statistics of the game. Scheme is easier to keep organized and keep track of everything; well at least for me it is.

2. I don't think there was something missing from either language I used. If anything I would've preferred if Scheme had some Object Oriented things so that I can do more with that language.
3. If I could have split the game up into two parts I would've split one into Game and the other Into Players, so they can interact with each other and be neater overall and more efficient in my opinion. I would use Java for both coding sections but if I wanted to use two different ones I would have stuck with the two programming languages I used in this project.