Notes:

* I added a class called “TestingGUI” so we can automatically open frames that we want to see without having to find them
* I believe that ALL main gameplay will happen in the action listener of the MainPanel class
* WRT ask question:
  + we would create and open an AskQuestionPanel (called questionPanel) in the MainPanel action listener when the spinner was spun
  + if the answer was correct, I was thinking that a Boolean in the AskQuestionPanel instance variable could be set to true—and then, after the AskQuestionPanel was exited, we can do questionPanel.isCorrect() and use that result to
    - allow the player to move to their new tile
    - have the player skip a turn (or have to answer another question?)

Questions for Sohie:

* Is there are more convenient way for all these frames to be opening up?
  + They are currently in the action listeners of each other—this seems kind of clumsy. Is it?
* What does she think about the idea to split the squares?
  + Is there a way of overlaying images?
* Does she have suggestions of how to split up functions?
  + in gameplay, ex. askQuestion, …. movePiece…. idk
* How difficult would she anticipate adding another player would be?
* Does she think that this game is hard enough—does she think that we are pushing ourselves in more than just GUIs? If executed well, is this A material? What more does she want to see from our project?

Map of our game:

* GUI:
  + GamePlayGUI
    - purpose:
      * welcome
        + create frame
        + collect info
      * mainpanel
        + creates frame
        + creates game
        + creates panels and adds to the frame
        + plays game

AskQuestionPanel

CongratulationsPanel

* Panels:
  + MainPanel
    - BoardPanel
    - RightTabbedPanel
  + WelcomePanel
    - purpose:
      * collects information from the player
        + name: text field, string
        + token: drop down, string
        + submit: button
        + listener for button
        + listener for drop down
    - saves info in instance variables
    - see: AddSchoolPanel
  + AskQuestionPanel(String[] question)
    - elements:
      * label: question
      * text field: string
      * button: submit
      * see: AddSchoolPanel
      * listener for button
  + CongratulationsPanel
    - can just pop up like in Vignere