Sprint 4 Contributions

- 31/05 Starting the start game UI, completing it (2hrs) [Guntaj]
- 01/06 Made changes to the start game ui and creating newgame ui and starting previous game ui (3.5hrs) [Guntaj]
- 02/06 continuing previous game ui, almost complete (1.5hrs) [Guntaj]
- 03/06 trying to implement using current method though this was a dead end (1hrs) [Guntaj]
- 03/06 restarting the implementation and this time using pygame_menu. ui done not working at this point (2.5hrs) [Guntaj]
- 04/06 fixing missing functionality and issues. (2.5hrs) [Guntaj]
- 04/06 fixing error with visitor method implementation of dragoncard effect (2hrs) [Guntaj, Kent, Vansh]
- 04/06 starting the LocationManager and incorporating it into the the cardeffectscontroller (1.5hrs) [Guntaj,Vansh]
- 05/06 Fixing errors with Timer and the merge conflicts (2hrs) \ [Guntaj]
- 05/06 Fixed the Cardeffects controller with the new Location manager (2hrs) [Guntaj,Vansh]
- 6/06 finished Timer and merging to the working branch (2hrs) [Guntaj, Vansh].
- 6/06 updating reflection (1hrs) [Guntaj, Vansh]