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# "Aggies do not lie, cheat, or steal, or tolerate those who do."  
# "I have not given or received any unauthorized aid on this assignment."  
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# Section: ENGR-102-569  
# Assignment: Project Plan  
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1. I did enjoy the three games we chose. Initially, the games were simple to program, however, as we began to program, the games provided to be a little more complex. For example, is the game LCR, we had to make sure that when the piece was put in the middle. We kept track of instead of it instead of just letting the chip disappear.
2. Initially my team structured out programs around top-down design. However, as the code become more complex, a shift to bottom-up design became more effective.
3. Our programs mostly stuck with the original hierarchy. Only minor differences occurred once the execution of the plan began.
4. Using the tkinter package, we were able to create a separate pop-up window for the user to interact with. Searching through the documentation of this package also provided us with the knowledge of how to do such a task for future packages.
5. Currently, our programs still print the games' events into the console. Given more time, we would have outputted all the games' events into windows.
6. Troubleshooting infinite loops. As some of our games involves looping until a winner is determined, sometimes the win condition would never be met.
7. Workload
  - a. Huy Lai: 50%
    - i. Worked on hierarchy
    - ii. Researched tkiner
    - iii. Cleaned up Simon Says
    - iv. Troubleshoot War's infinite loop
    - v. Programmed LCR
    - vi. Programmed windows
  - b. Brandon White: 50%
    - i. Worked on and completed hierarchy
    - ii. Programmed Simon Says
    - iii. Troubleshoot War's infinite loop
    - iv. Input validation
    - v. Troubleshoot War's tie-breaker function.