New files:
- ComputerAI (handles the computer mode three difficulty). You should play on insane mode, it is really fun.
- James, Varun, Barr, Diego, Lam.
- FileWrite and FileRead to read from and write to a file.
- I know it is bad code practice to implement classes like James, … but we want to make the game funnier to you when you are on your plane! This is the fastest way to do it!

Contains revised code:
- MemoryGame: revise isMatch from isSet. Change from SETNUM to MATCHNUM to choose two cards. Change checkendcondition. Add a method to return the playingDeck for computer AI. Add music.
- MainGame: write new panels. But reuse a lot of buttons code for changing between panels and clicking. Reused Clock.
- PlayingDeck: add decrementCurrent for computer AI to play. Make create MemoryDeck so that it is different from createDeck. Change display method.
- Card: Add SetNotDisplay boolean and various setter and getter methods for it. So that we do not actually have to delete the card, but can just set it to not display, so the positions of cards on the screen do not change.

- Game should be run from MainGame.
  *Note : we cannot get it to write to source folder. But we can write to the bin folder. So we can still save and load high score. You can go to the bin folder of Intellij or Eclipse to find the file and edit many high scores so we can display.
  Right now it will displays as many scores you get. And it only counts solo Mode.
- Extra credit:

  - Computer AI Mode.
  - Logout button.
  - Music main theme.
  - Picture of group in main menu.
  - Card flip sounds.
- We wish you a safe flight, and thank you for a great term.