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Project description: A classic board game played with marbles. The goal is to get all of your marbles from the start of the track to the end of the track before your opponents.

Video link: http://www.screencast.com/t/o6BzVm7wlX

Features implemented:

ID	Feature
001	Start game
009	Roll dice
0012	Select marble to roll for

Features not implemented:

ID	Feature
002	Restart game
003	Play again
004	End game
005	Choose # opponents
006	Choose opponent human/computer
008	Choose marble color
013	Pause game
014	Continue game

Class diagram is too big, so its included in the commit.

I show and explain the class diagram patterns in the video.

First and foremost I learned not to procrastinate. I spent most of my time messing with the front end. Should have heeded Boese's warning. Secondly, as I spent a lightning quick amount of time building the project, I had to rapidly synthesize and implement many new things I was learning about java and OO programming. Stepping back through the code, tracking objects interactions through other objects was tricky, and the IDE debugger helped greatly.

I didn't have time to make the auto generated comments, though there are some in there from my initial code build from my first rough class diagram. There are also regular comments.