1. Morgan Burrows

2. https://github.com/morganburrows/wahOO

3. wahOO: it's the classic boardgame of Wahoo, built with OO principles.

4. The game of Wahoo is played by 4 players (or at least 2) who must move four marbles around the game board and into their home position while knocking other players off the board and avoiding being knocked off. Each player starts with no marbles on the board and must roll a 1 or 6 to put a single marble from their pool in play. Once in play, the owner of a marble will roll a dice to determine the distance a marble (or marbles) will advance, the roll corresponding to how many spaces each marble moves. If the roll puts a marble into a space already occupied by an opponent's marble, then the occupant is booted from the space, returned to their starting pool, and the new marble takes its position.

5. Player(s)

6. Functions:

    a. Player can start a game
    b. Player can restart a game
    c. Player can play again
    d. Player can end a game
    e. Player can choose # opponents
    f. Player can choose human/computer per opponent
    g. Player can choose marble color
    h. Player can roll dice
    i. Player can select marble to roll for