1. Group Name: Egg

2. Student: Nicholas C. Der   Student Number: 1601471

3. It's just me in the group because I'm kinda antisocial and I have a hard time talking to new people so I'll try my best to complete this project by myself :)
   I'll be coding, recording progress, and completing the other necessary report requirements.

4. I'll be starting from scratch using what knowledge of python I have, I learned a little bit a long time ago. I'll use the github repo for reference and syntax checks or search for syntax checks but will not be using code from any external sources.
   GitHub link: https://github.com/nder1/CMPUT355_Assignment4

5. For this project I've decided to work on Othello, a black and white stone game with a similar board and stone layout to Go. Players take turns placing stones on a prepared board, with any opponent's stones between the current player's stones and the newly placed stone being converted to the current player's colour. For more information visit the wikipedia page for Reversi: https://en.wikipedia.org/wiki/Reversi

6. I accomplished pretty much everything I wanted to in this project, it was a really fun project to work on over the course of the semester. I tried to work regularly weekly a little bit at a time. I knew I wanted to use classes and methods and get user inputs that would be able to handle stress tests with invalid prompts, but for the most part I just wanted to stay true to the form of the original game. The most disappointing part was, in the week before the last Monday report, there were a few bugs that I was really struggling with and wasn't sure if I could find solutions, but the most satisfying part was the solution finally making sense and literally clicking, then testing it and having it work. The other most disappointing part would have to be some of the methods, though. Some of them I feel could be optimized and use less checks or loops i.e. just less indentation in general. However, I did try to use lots of comments for ease of understanding! If I were to continue working on this project, I'd want to make the game interactable via clicks on a separate window.

7. I distributed my program to some friends that offered to test it for me and got good feedback! Some suggestions for user friendliness or just general good reviews.

8. Yes! In the last week I got a bit worried because some of the bugs I couldn't understand the flaws in logic but once they were sorted it worked well! I tried to work a little bit weekly for certain amounts of time or until a certain part was done.