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Our group was a fabulous group we organized multiple meetings and had a special Viber group to discuss ideas coding problems and progress. I personally gain experience on how to handle multiple ideas and making them work together or sometimes settle on a solution which satisfies all of us. However as we did not use git or any other source code management (except for emails) so code merging was little bit tricky although we planned our classes and methods names carefully.

My contribution in the project was building the initial first screen, which contains options and start button, and gathering all code logic in the main function. For the GUI widgets like buttons, radio and switch I used **sgc** package which has been built on top of the **pygame** so that they are compatible and same event loop is sufficient to trap user actions and draw required elements on the game screen.