We believe that the group that left their project 1 to us used Event Driven Design. There are several variables stored throughout the match that determine what follows. For example, fireGamePhase kept track of the steps during the game phase. There was also another variable that was used, gameState, which while equal to 1, would be responsible for allowing players to place their ships and while equal to 2 would be responsible for aiming and firing. There was a third state left to us by the original group, gameState equal to 3, however we never actually found a use for it, and seemed to be a error state that they ended up scrapping. Some more hints that led us to believing it to be event driven design, was the amount of functions related to phases: gamePhase, setUpPhase, and whenever a winner was called there was a sort of end phase. setUpPhase would be run off the start and would call functions to choose whether they would like to play a single (AI) or multiplayer game, and if single player were chosen, would prompt for difficulty. These prompts gather important information, which will determine once setupPhase was complete, how the game would branch off in accordance with the previous info while also not accepting any invalid input. Because of their design process and structure, implementing an AI should have been easier, however we had to simulate the AI clicking every button, because we couldn’t bypass them without having to restructure a lot of code.