For our project we had group members code games that would be taken and put into a game box that would allow you to play all the games from one executable. With this in mind we figured a Bottom-up approach would suit us best as it allowed each person to work on their code separately and allow us to add it to the main game box file when they were finished or had a working version of it ready. Using this method was great because it allowed each programmer to use what method worked best for their game whether that was top down or another bottom-up approach and then at the end we used bottom-up for the entire program. This allowed us to discover the major faults or bugs in the individual games early instead of trying to fix them when the games were put together further complicating the process. Once each team member was done with their game, the game files were collected and implemented into the main game box file. We ran into some issue with the make file because we had a lot of files that were similar i.e., multiple executives and game drivers from each game, that needed to be changed to have a proper way to differentiate between the games within the makefile. Once that was done it became very easy to add the games to the gamebox as we just had to include the main driver file to the gamebox and allow the user to select which game they wanted to play.