Readme:

The app looks best on iPhone 4-inch and iPad Retina.

At some point during my last day of development, the background images stopped rendering in the proper resolution. I have no idea why, and I am out of time before I need to go to work, so I had to programmatically scale the background in order to make it appropriate for both devices. I will continue to work on this and have a proper solution using appropriately-named background sprites for the final submission next week.

Git Hub: **https://github.com/scottcaruso/MGD1402/tree/master/MGD1402**