- Developed using IntelliJ
- JavaFX used for GUI
- Trello kanban board used for task management

Sprint	Features
1) Absolute basics of the game	1. Implement a skeleton of the game board (JavaFX) 2. Automatic placement of atoms by the program 3. Basic controls for the experimenter to select a location to send a ray, does not do anything at this point 4. Implement tests for all features thus far
2) Limited functionality of rays	1. Detects if a ray makes contact with an atom or its field 2. Displays a result if the ray bounces back directly 3. Displays a result if the ray does not hit an atom a. Track where rays end up on the other side
3) Almost full functionality of the game	1. Advanced detection of rays bouncing on an angle 2. Track the experimenter's score
4) Polish existing features, implement scoring and an end	1. Develop a proper start and end of the game, including proper point scoring. 2. Make the rays appear visually on the board 3. Testing feature where all atoms and rays are revealed 4. Extensive testing of the ray's and ensure that they function as intended