Sprint	Features
1)	1. Implement a skeleton of the game board (JavaFX) 2. Basic controls for the setter to place n amount of atoms at the beginning of the game 3. Basic controls for the experimenter to select a location to send a ray, does not do anything at this point a. Since there are two different roles, differentiate between the two 4. Implement tests for all features thus far
2)	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)	1. Advanced detection of rays bouncing on an angle 2. Make the rays appear visually on the board 3. Track the experimenter's score 4. Testing feature where all atoms and rays are revealed
4)	1. Develop a proper start and end of the game a. Experimenter places the hidden atoms b. Track and compare scores of each round 2. Players switch sides after one round **OR** one player plays against the program as the setter/experimenter and switches after one round 3. Extensive testing of the ray's and ensure that they function as intended