

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

Sprint	Features
1) Absolute basics of the game	<ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> a. Ensure that it will be easy in the future for two players to swap sides 4. Implement tests for all features thus far
2) Limited functionality of rays	<ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> a. Track where rays end up on the other side
3) Almost full functionality of the game	<ol style="list-style-type: none"> 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) Polish existing features, implement scoring and an end	<ol style="list-style-type: none"> 1. Develop a proper start and end of the game <ol style="list-style-type: none"> 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