New Features

1. Increasing the maximum limit of number of players in a party to 6.
- This feature is very easy to implement, by changing the max number from 5 to 6.
2. Implementing database like query features for the following:
- Highest score by a person:
  - for this, we have implemented a different window for query, which takes as input the nickname of the person, and returns in a different pop up window the highest score that the person has got.
- Lowest score by a person:
  - for this, we have implemented a similar interface as above to take in a person's nick name, and output the lowest score the person has got
- Highest overall score:
  - for this, we iterate over SCOREHISTORY.DAT and find the value which is the highest, and output it onto a window.
- Lowest overall score:
  - for this, we do the same as above and find the least score value and print it.
- Last 5 games:
  - this we have implemented using the getscore function in the scorehistoryfile class, where we take the last 5 or less, if the number of games are less than 5, and output them in a new window.