

**Features Developed for final submission:**

1. A feature to display the atoms, atom flags and final score.
2. A feature to display the full game board (ray markers and circles of influence)

**Quick summary:**

In this sprint, we focused on getting everything to display as intended (the real atoms and their circle of influence, as well ray markers). We also developed a score board to help keep track of each player's game. The game prompts the user for a username and then inserts the player on the board according to their score. This data is written and saved in a txt file.

The results are displayed using the endGameController class which creates another scene containing the information mentioned above. This will only show once the game has finished and the player has submitted their guesses.