Features developed in Sprint 1:

1. A feature which displays the board layout (JavaFX)s.

2. A feature which implements the view controller and allows us to use the display feature from this Superclass.

3. A feature which implements our main Test Class.

Quick summary:

In this sprint, we mainly focused on displaying the board, as well as getting the skeleton of the game developed. Thus, we implemented the necessary classes: Display_Board, Hexagon, Atom, Ray; and created the following classes: Game, Main, Scoreboard, which are to be implemented throughout the following sprints.

"Display_Board" and "Hexagon" work together to display the board, whereas the "Atom" and "Ray" classes hold valuable information with regards to each object created of that type.

Tested features:

For both classes (Atom, Ray), the tests were developed so that we made sure the functionality of the methods within was providing the desired output.