Features Developed in Sprint 4:

    1. A feature to implement saving game states.

The following features were supposed to be implemented in sprint 4, but due to the timing of commitments outside of college we were unable to complete these tasks. They will, however, be successfully implemented before the final submission, making the game fully complete.

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

Quick summary:

In this sprint, we tried to focus on merging the game logic with the display. We made it so that different colours will appear at the sides of the board, representing the starting point of the ray as well as the end point. This was done by implementing the actual game logic for casting a ray with the display functionality. For special cases when the ray is either absorbed or returned, we decided on having the same 2 colours, dark blue and light pink, respectively.

Additionally, we created methods that enable the user to have their game states saved, namely their username and score. They were coded so that the lowest score is always at the top of the file, the highest scores following accordingly in ascending order. There has been no future implemented to display the leader board yet.