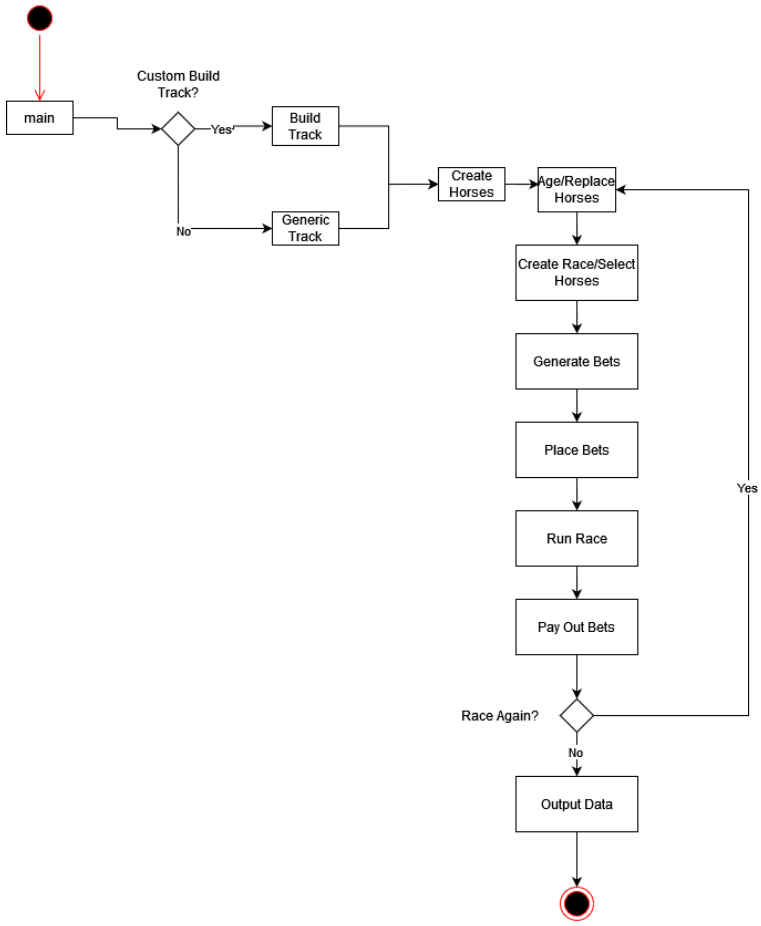
Name of Project: Horse Racing Simulator
Team members: Tommy Hoang, Brehn Heil, Christopher Parker
Final State of System Statement: We have implemented everything that we have stated we were going to implement. The horses are created using a horse Factory pattern which will randomize the breed of horse as well as randomized statistics about the horse. **(WIP)**
Final Class Diagram and Comparison Statement:



As one can see, we have a beginning option of choosing a custom or pre-generated track. After the tracks have been created, the horses will then be generated. Then, the user will be able to generate and place bets. After the race has ended, payouts will be made and it will output the data.
Third-Party Code VS. Original Code Statement: Although we did not copy code from geeksforgeeks.org, we have used information from it as it teaches us how to implement a design pattern and clarifies what it is and what it is used for. There are other sites similar to geeksforgeeks.org that we use to learn from, but we did not copy code from them.
Statement on the OOAD process for your overall Semester Project:

Positive: Learning new design patterns that can create more efficient and organized code that can reduce error as well as time.

Negative: The design patterns can be difficult to implement especially if we already have an easier way of doing it. It may seem that a design pattern can be more time consuming than it is worth.

Negative: UML diagrams don't really seem to impact our way of thinking nor our coding style. It is obvious that it is like a blueprint for our code, but most of the things that we do in the semester projects seem laid out for us so we already know what to implement. UML diagrams seem only beneficial in a real-world situation than in a classroom.