**Week 2:**

Wrote rudimentary algorithm and implemented basic functionality in order to achieve a running Pig dice game.

**Week 5:**

Implemented arrays as a means of storing scores and names and broke most major elements of the program into separate functions.

**Week 6:**

Added input validation and further refined the algorithm to improve efficiency and remove excess code. Additionally, early version of the displayScores function was tested to display player scores at the end of each turn.

**Week 7:**

Added a working version of the displayScores that displays the formatted names and scores in a popup window

**Week 8:**

Added dice objects and added score scaling dependent on the number and size of dice. Also changed the number of players from 1-3 to 2-4.

**Week 9:**

Added detailed comments to the code to improve readability and removed un-needed imports to improve efficiency.