Extra Credit:

The Color dialogbox serves the task for choosing color for

1. Background
2. Tokens
3. SelectToken

A dialog window is also shown after every game which allows the player to review results and start a new game or continue on the current.

The game resize properly thanks to a view box.

The tokens are not initially just solidcolor, they are of type Gradiant Brush which was harder to implement making them more attractive for the eye

A clever ratio allows the game to generate quite a few rows with tokens

Finally Lab7 was not given extra credit for resize