**Update 2**

*Progress since TP2*

I have improved the UI considerably since TP2. In addition to a complete visual overhaul, I implemented audio and customizable elements, including help screens at every stage of the game. Furthermore, I can run the game via a single file, instead of having separate offline and online files.

For complexity, I added an offline game mode, in which the player may play against an AI instead of online against another person. In addition, I added a setting where the player can create their own board to play on.

Most significantly, I implemented a third minigame. The complexity of this game is head and shoulders above the complexity of my other minigames, in part because I calculate the convex hull of an arbitrary set of points. Moreover, Pygame’s draw.polygon() requires ordering of points (that is, giving the function points which are out of order produces undesired results). Due to this, given a set of points, I also convert them to polar coordinates (setting the centroid as the origin) to ensure that the points are all given in the correct order.