1. I did like the game as it was not a super complicated game. However, it had a bunch of rules and small things that gave us a lot of things to implement. This gave us a challenge but nothing too hard. The pente game was also a spin on a different game that I have played in the past as well.

2. Our team started with the top down approach. As we continued to write out the functions, we realized that it would be easier to use the bottom up approach instead. We preferred bottom up because we were able to reuse a lot of the code that we already wrote. This saved us time.

3. The final design does match the original hierarchy we developed. It follows all of the stages that we have. It helped us to organize our thoughts as we moved forward. However, it is slightly different in the way it was implemented. There are small disparities in some of the later stuff that was added like the output file.

4. This lab really helped me to learn how to code on a bigger scale. The majority of our labs were created with sole intention of passing tests. Now I have experience creating a game. I learned how to use turtle to create graphics.We also learned how to use pygame to add music to our program.

5. If I had more time to work on this project, I would have changed the music to be at the end as a win theme. I would want to have special sound effects for placing the pieces and a suspenseful sound track for background music. I would not change anything about our submitted program.

6. The most difficult part of this assignment was creating a program on such a large scale. We had about 400 lines of code which is significantly greater than anything else we have coded in this class. I think that the hardest part was creating it from scratch and starting it off.

7. We also helped each other out.
   Rivan: 25% - created music and bug fixes
   Cody: 25% - wrote win condition functions and docstrings
   John: 25% - created the plan and wrote everything moving forward
   Patrick: 25% - created the board and output file