

Our final design was pretty similar to the design we created for Iteration 2. We use a separate event for both game choices, but instead of extending ConnectEvent as in the original design, they implement Event and SysEvent instead. This keeps our dependencies on Interfaces rather than concrete classes, which stays consistent with the Open/Close design we were working on. We ended up adding new events for each of the Number of Players selection buttons, which we didn't expect to need in our initial design. These were created similarly to the game selection buttons, implementing Event and SysEvent as well.