



As shown in our task diagram, we would be creating classes for most of the entities first and read all the relevant data from the Json file. With everyone split across different branches. Then we would work the on the next colour and so on with the colour representing different stages and the branches representing dependency.

We plan to prioritise making sure that the game is functional to a certain extent and hence why we are choosing to do things such as allying and bombing later. Additionally, at the end, we would all come together and create system and integration test.