* Overall approach

Initially, we divided works into four parts, which are graphic, points handler, collision handler, and main body of the whole game. Then, we decided a deadline and had a meeting on the deadline to exchange ideas and repeating few times with different goal and at the final stage of phase 2, we debugged the game together.

* Changes to UML
* Changes to Use cases

We add necessary fields to our use case to make it more professional.

* Management process
* External libraries
* Measures we took: To enhance the quality of our code,
  + we name our classes, and their fields base on their property and make sure they do exactly what we expect.
  + We indent properly and write comments to help understanding the codes
  + We eliminate repetitious codes
  + We make sure our codes is able to use by different class while keeping the field private
* Biggest challenges