Comprehensive Exercise - Part 2

Design

Design your program by considering the "nouns" and "verbs" in your user stories. Nouns would become classes, such as Player, Day, Grid. Verbs become methods, such as rollDice(), addEvent(), addPiece(), etc.

Update your Project Specification with a short summary of your design -- what classes you will be using, their purpose, how they will interact, noting any use of aggregation, for example, "the Grid will contain an array of Squares", etc.

For each class that will be used to create objects, list:

- Class Name
 - Class Constants
 - <type name>
 - <type name>
 - <type name>
 - Instance Variables
 - <type name>
 - <type name>
 - <type name>
 - Constructor(s)
 - <method header>
 - <method header>
 - Methods
 - <method header>
 - <method header>
 - <method header>
 - <method header>

For each class that will not be used to create objects, list:

- Class Name
 - Class Constants
 - <type name>
 - <type name>
 - <type name>
 - Methods
 - <method header>
 - <method header>
 - <method header>
 - <method header>

If necessary, modify the other sections of your Project Specification, which is a "work in progress" and will change over the course of the three workdays.

Implementation

After you have finished the Design section, start working on the implementation (code) for your programz

Submission

Submit your updated ProjectSpecification.pdf file for your group. Also submit the

(completed/partially completed) **.java** files for your **Implementation** on Moodle under Comprehensive_Exercise_Part2Assignment. You will continue to work with your group on your ProjectSpecification file and project implementation until the the night before the presentation if you so choose.

Grading Rubric

- 1.00 Submitted completed Design and partially completed Implementation .java files
- 0.75 Submitted nearly complete Design and partially completed Implementation .java files
- 0.50 Submitted partially completed Design and/or no Implementation .java files
- 0.00 Did not submit or did not contribute to the development of Design and .java files

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