

Project – Part 4

Demo Meetings on January 24th

In the final part of the project, you are asked to fully implement the new features you proposed (that is suitable to apply polymorphism) and write the code. In demo meetings we will play and investigate the code of your game. Please keep in mind that implementing the concepts learned in the course such as inheritance, polymorphism, data encapsulation (in short implementing object-oriented programming principles) is your highest priority. Even if your code is not running, it should be written in an object-oriented manner. Although we encourage you to properly divide the coding work among group members, **please make sure that everyone is expected to be fully knowledgeable and ready to discuss every part of the code**

You are expected to submit:

- 1) **Technical design report:** final version of class diagram, use case diagram, collaboration diagram and explanations. All diagrams you draw should correspond to the final version of the game.
- 2) **User documentation:** a document explaining how to play the game from a user's point of view (i.e., without any references to the internal technical design)
- 3) **Code of your game:** The final version of the GitHub repository will be considered as the code submission. Note that contribution of each member in a group should be visible in the commit history. Therefore, make sure that each commit is named well and performed by your own user profile.