

This document is to certify that I, Andrew Luther, participated in iteration 3 of the 2005 group assignment by creating the use case description and sequence diagram for “place a domino” and by creating a significant portion of the code for the minor release. For the minor release, I did most of the game logic, including most of the game, kingdom, and player classes. I did this alongside Ben, who focused primarily on the GUI.

Andrew Luther 201702321