

This document is to certify that I, Andrew Luther, participated in iteration 2 of the 2005 group assignment by creating a significant portion of the code for the minor release. I created the GameController class as well as many other classes which build the framework for creating the game logic (including Game, Kingdomino, Player, Domino, Terrain, and TerrainType). I did this alongside Ben, who focused primarily on the GUI.

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