MODIFICATIONS MADE IN THE UML

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The following is the list of all the changes made in the UML design:

1. **The Establishment of the Piece class as Abstract Class**
   The Piece class defines the structure, identity and the default behavior of the Game Pieces. The multiple game piece classes inherit from the Piece Class. Making the Piece class abstract helps in decoupling the software elements. As multiple game piece classes inherited from the Piece class and the wide distribution/usage of the piece class amongst all the game pieces, abstraction simplifies versioning.

2. **Introduction of Game Piece subclasses**
   List of the new Game Pieces Introduced
   1. BucketZombie
   2. Conehead Zombie
   3. Wallnut
   4. Repeater
   5. Threepeater
   6. TwinSunflower
   7. GiantSunflower

The subclasses inherit from **Piece** class (SUPER class). These above mentioned game pieces subclasses represent the specific game pieces for the PLantVsZombie game. Each game piece subclass has its own unique set of characteristics i.e. Name, ShortName, Health, Attack and Cost.