Space Game – List of Assignments

1. Algorithm (Kiara Haneef) – Kiara did a great job as she did both the algorithm and the flowchart because they go hand in hand.
2. IPO Chart (Darien Wright) – We all agreed that Darien’s IPO was great.
3. Output Screens (Aaron Bergeron) – Aaron got his output screens to reflect exactly what we had in mind for our game.
4. Flowchart (Kiara Haneef) – Kiara did a great job as she did both the algorithm and the flowchart because they go hand in hand.
5. Classes with method stubs and properties (Teqwon Norman) - Teqwon oversaw the classes chart and we all agreed that it is what we wanted.
6. Use cases and test method stubs (Noe Rivera Jr.)– My teammates appreciated my effort in doing the test method stubs as we did not know how to put into context. Like the rest of the items, we gave our best effort to meet the requirements of the assignment.