SOLID/ GRASP Principles Write-up
1. SOLID - Daniel Lee (by Nov 26)
2. SOLID - (Rashmith) (Nov 26)
3. GRASP - Caleb (by Nov 26)
4. GRASP - (Kavya) (by Nov 26)

Design Pattern Evidence (Decorator)
1. Caleb/Kavya (Nov 25)

Implementation
1. Method to attack and destroy enemies (Daniel/Caleb) (end of Nov 19)
2. Score based on multiple new factors (Kavya/Rashmith) (Nov 24)
3. Power ups with decorator pattern (Caleb/Rashmith) (Nov 25)
4. Extra credit stuff? Find here: link
   a. Touching UI (Caleb) (end of Nov 19)
   b. Implement status effects (Slow, Confusion, Poison) (Daniel) (Nov 20)

Testing Requirement
1. Caleb (by Nov 26)
2. Daniel (by Nov 26)
3. Kavya (by Nov 26)
4. Rashmith (by Nov 26)

Code Review File
1. Caleb (by Nov 26)