

Final deadline: Nov 12

Deliverables

1. DCD | Finish by Nov 10 - Kavya
 - a. Check/revise DCD | Finish by Nov 11 - **Caleb, Daniel, and Rashmith**
2. Design Pattern Evidence | Finish by Nov 11
 - a. Screenshots - **Caleb and Daniel**
 - b. Paragraph 1: explanation of factory design pattern - **Caleb**
 - c. Paragraph 2: explanation of observer design pattern - **Daniel**
3. Implementation
 - a. Implement enemies using Factory Design Pattern | Finish by Nov 4 - **Caleb**
 - b. Implement enemy movement | Finish by Nov 5 - **Caleb**
 - c. Implement Enemy and Player collision using Observer Design Pattern | Finish by Nov 8 - **Daniel**
 - d. Implement game over screen | Finish by Nov 11 - **Rashmith**
4. Test cases | Finish by Nov 12 LATEST
 - a. 1, 2 - **Kavya**
 - b. 3, 4 - **Caleb**
 - c. 5, 6 - **Rashmith**
 - d. 7, 8 - **Daniel**
5. Checkstyle | Finish by Nov 12 LATEST