Presentation Outline Draft

Game Demonstration:
- Game Center (Yilun)
- Black Jack (Dean)
- Hangman (Yilun)
- Scoreboard (Cheng)

Code coverage:
- Unit test for each class (Dean, Ryan, Raymond) and overall coverage

Design Pattern:
Single Responsibility Principle & OOP design (Dean)
Separation of activity (Button, display, movement) and actual Java code (Ryan)

Code overview:
- Most important classes: StageManager, Word, BoardManager, ScoreBoard
- go over BoardManager and related classes (Ryan)
- go over StageManager and related classes (Dean)
- go over Word and related classes (Raymond)
- go over ScoreBoard and related classes, including the design, storing, display (Cheng)
- go over the design for activities (Yilun)