

# Project Declaration

Jean Jordaan: 737874

Responsibilities included the implementation of the game physics. This included the Vector2D class, the CollisionDetection class and MovableObject. The MovableObject was later decommissioned and replaced with the MovableInterface object. Unfortunately, due to extended illness after the second submission, most of the programming work was completed by Timothy. The writing of the project report and Doxygen of the Vector2D class was the last responsibility.

Discretionary mark: 4/10

Signature: 

Timothy McBride: 732037

Responsibilities included the implementation of the backend game engine and the frontend game objects. However, completed most of the game functionality, and testing due to the reasons mentioned above.

Discretionary Mark: 6/10

Signature: 