

Tick Attack Project Primary Contributions

Finn:

- Controller, SimpleViewer, RangerGear, FishingRod, StoreFactory, ItemFactory, Store, TickAttackMain classes/enums
- Parts of Item, Player
- Evaluation of use case test cases
- Game design (completely shared)
- Document on refactoring and MVC architectural design pattern adherence

Michael:

- FishingQuest, RangerQuest, Quest, Task, Tick, TickSearch, TickTimer, QuestProperties classes/interfaces
- Parts of Item, Player
- Game design (completely shared)
- Testing
 - Junit test cases
 - Use case test cases
- UML diagram (update from Milestone 2. Milestone 2 UML diagram was made together)
- User guide