Tick Attack Project Contributions

Finn:

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

Michael:

* FishingQuest, RangerQuest, Quest, Task, Tick, TickSearch, TickTimer, QuestProperties classes/interfaces
* Parts of Item, Player
* Testing
  + Junit test cases
  + Use case test cases
* UML diagram
* User guide