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