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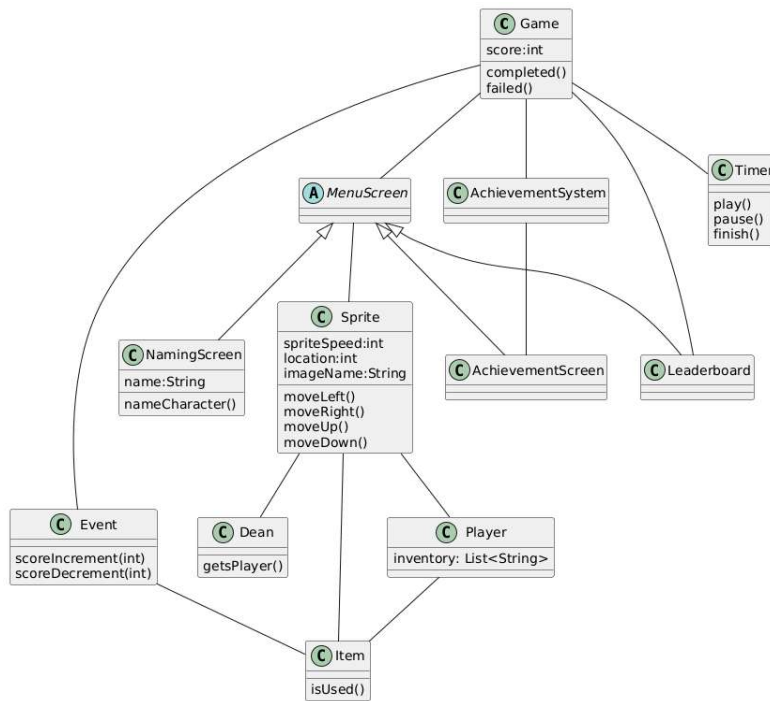
14th November - planning on what needs to be implemented for Assessment 2 based on the inherited architecture and the project requirements.
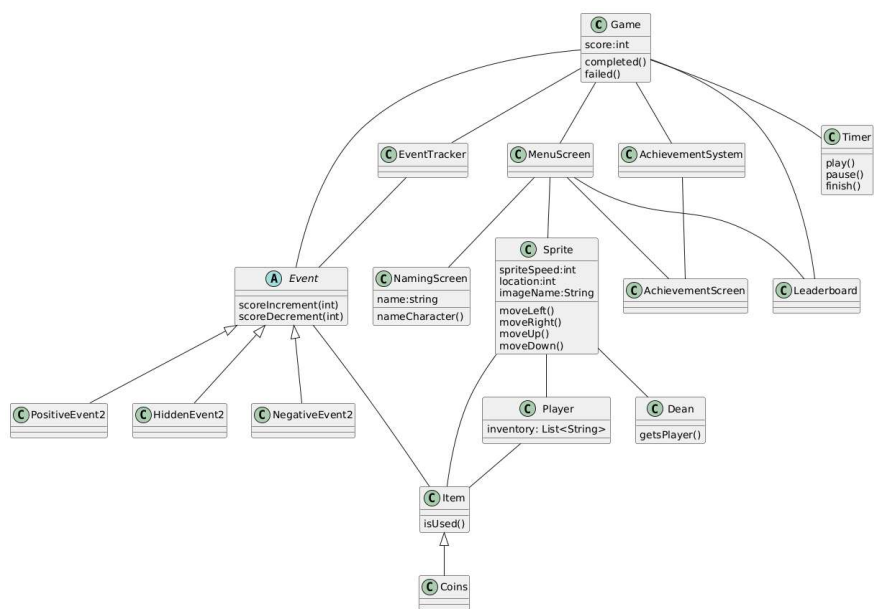
First process:

Explaination + date here: 17th November - Added the first architectural process of the diagram from what we inherited from the previous group. New core classes were introduced including:
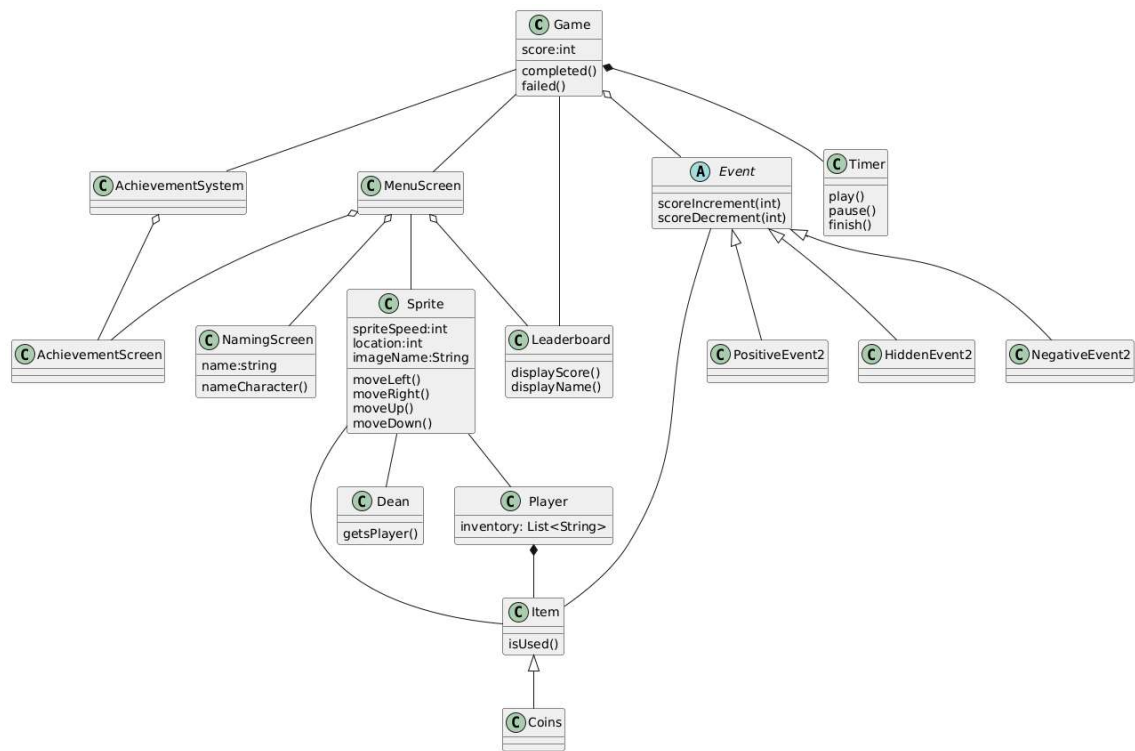NamingScreen,Leaderboard,AchievementScreen,AchievementSystem

Second process:

Explanation + date here: 21st November: Extended the architecture with additional classes and components. This includes new positive,negative and hidden event types, represented in the second process diagram. Also discussed with the implementation team (Charles and Ben) that they wanted to introduce a new class Coins that can increase score throughout the game that can be inherited from class item

FINAL CLASS DIAGRAM

24th Novemeber - Final architecture class diagram is completed with inheritance and

containment to reflect the evolved system design. As there was none included in the last Final class diagram in Assessment 1.

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