

# Implementation Phase

In this phase, your team will implement the design that you developed in the previous phase.

## DELIVERABLES

The deliverables for this phase are:

1. The completed game as compilable source code.
2. A `Makefile` for building the game and running the SE tools (unit tests, memory check, code coverage)
3. Documentation, including:
  - a. Source code documentation (i.e. `doxygen`)
  - b. A user manual for the game.
  - c. An updated design document to reflect any changes made to the design during implementation.
4. A report on how the team worked during this phase and how the team members contributed to the project.

## SUBMISSION

Submit the URL of your team's repository (in case it changed). The project will be graded from there. Place the reports in the following locations:

<u>REPORT</u>	<u>LOCATION</u>
<b>UPDATED DESIGN DOCUMENT</b>	<code>docs/design</code>
<b>USER MANUAL</b>	<code>docs/user</code>
<b>TEAM REPORT</b>	<code>docs/team/implementation</code>
<b>SOURCE CODE DOCUMENTATION</b>	<code>docs/code</code>
<b>IMPLEMENTATION FILES</b>	<code>src</code>
<b>HEADER FILES</b>	<code>include</code>
<b>TESTING FILES</b>	<code>test</code>