

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, style check, static analysis)
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

The project will be graded from your team's project repository. Place the files in the following locations:

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