Contribution:

Generally the class allocation is as follows. There are some blurred lines where the occasional method was added by the other person, but it can be considered the majority of each class is allocated to each person:

Rachel Coxhead (17983908)

* GameView
* Game Controller
* Game model user - input checks (e.g. Can’t buy if insufficient funds)
* Game main – small class to create Jframe and link to MVC with main method
* JUnit testing (done collaboratively over a discord call)

Davis Pike (21150946)

* Game Database
* Game Data
* Plants/Items/Leaderboard – small classes to instantiate data
* Game Model – action methods to manipulate data
* JUnit testing (done collaboratively over a discord call)