**Tutorial 4**

Version: 1.0

Author: kap48

Date: 22/20/2020

Ses35 added the following back-end classes: Ship, ChanceCard, CrewCard and the classes for all the treasures extending the Treasure interface

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/a8902815b55182c527d3eddf7e5a1a898bc7153e>

Dym27 made some improvements to the UI code

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/b25630881f9fd7a293c9666bedc93af49f8a147b>

kap48 and haf22 created the skeleton document for Test Specification and produced a draft test table

kap48’s commit:

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/11d942fd57df7c8fcafc6b6f1245a5f925802604>

haf22’s commit:

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/adecfdce07b91270fb4f640dd1f9728da76952c9>

jas130 created UI elements in photoshop and presentation showing basic user interaction.

The icons can be found in the images folder.

jas130 uploaded the UI presentation

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/29e88b1db93215823b4358570c12a8dbe8d54ba9>

haz15 added chance card subclasses and port class

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/6a16b68199dc0d303b9b85dff3b1ea6d5ed74a55>