**Tutorial 5**

Version: 1.0

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tjw21, jas130 have been working on the draft version of the UI Specification

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/3eed55bc47b6a424e516a5fd8e4aa34da6126128>

Haf22 and kap48 added more test to the testing table. The work on the Test Spec file was done using Google Docs to facilitate cooperation, the version relevant for this week is 0.4

haf22 started writing the classes for the tests.

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

Haz15 has provided the classes for chance cards.

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/c1becc6bcb82be4f81122f080e0722b2ead23bac>

ses35 added the implemented the system for storing and loading crew cards and treasure in the program

<https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/298005662ab6ed7a5259d4b136c8022c637a856b>

added the island initialisation function to the ObjectLoader class

https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/cef84618ba223dda0099ce223f166f536001a2cd