



COMP6710 Assignment2

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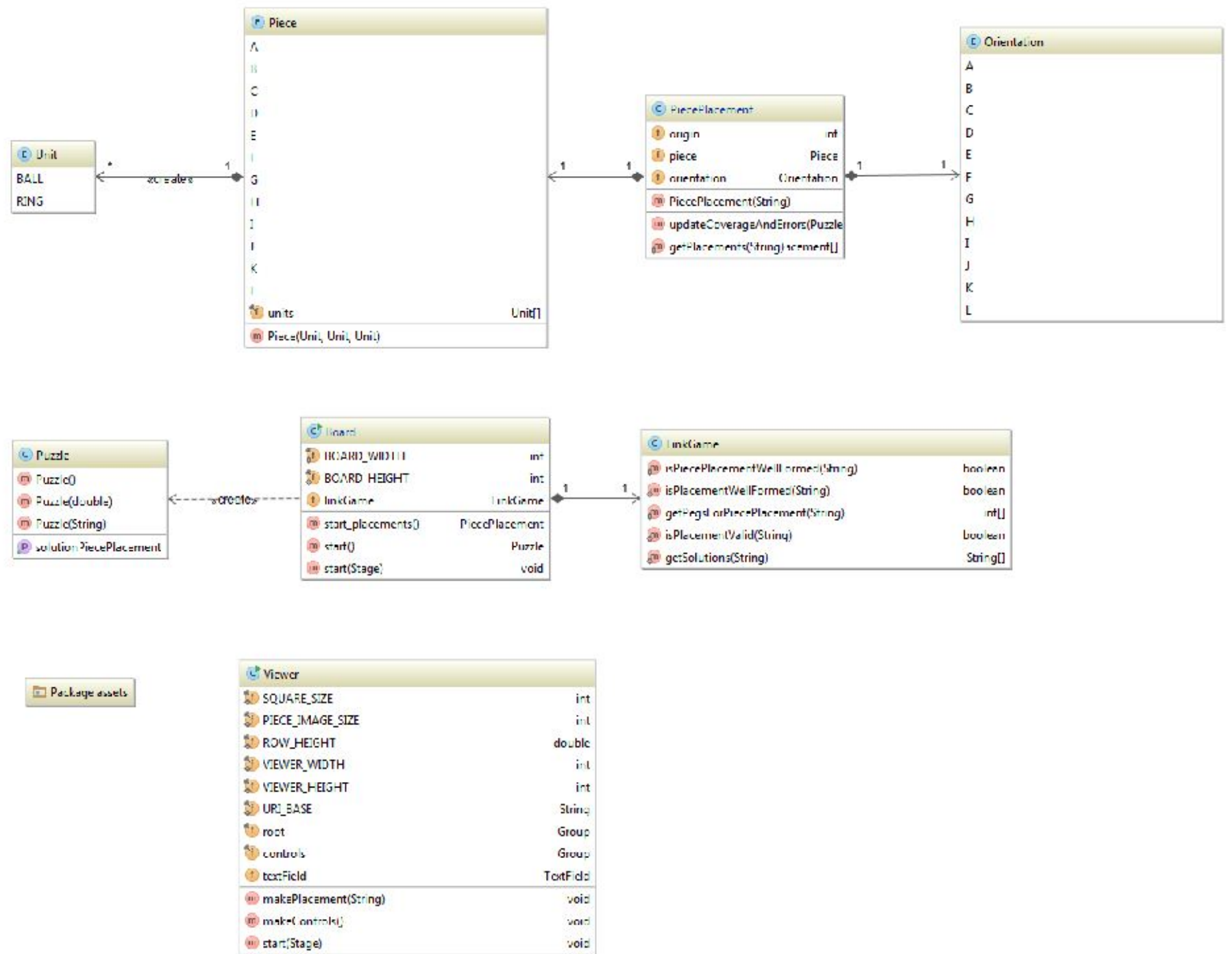
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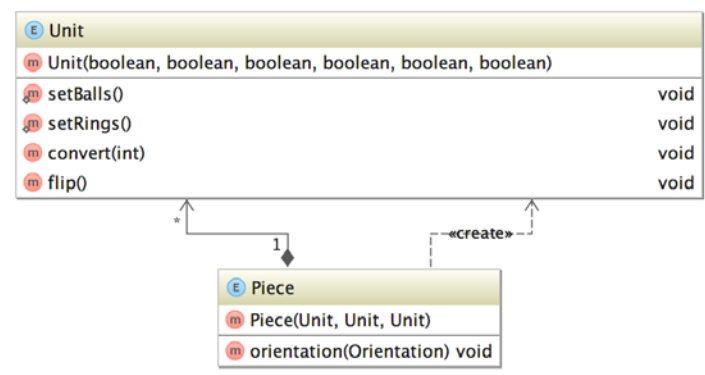
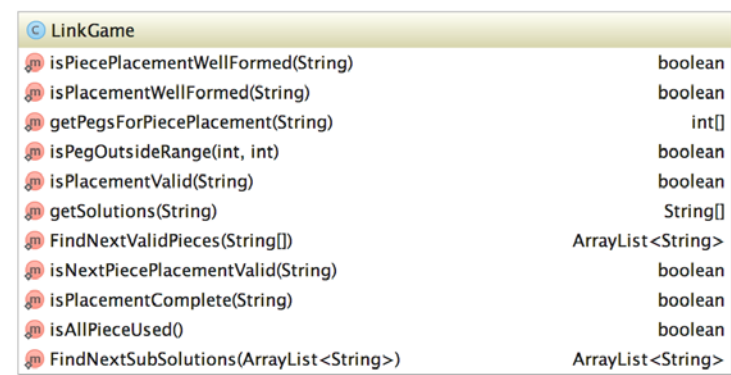
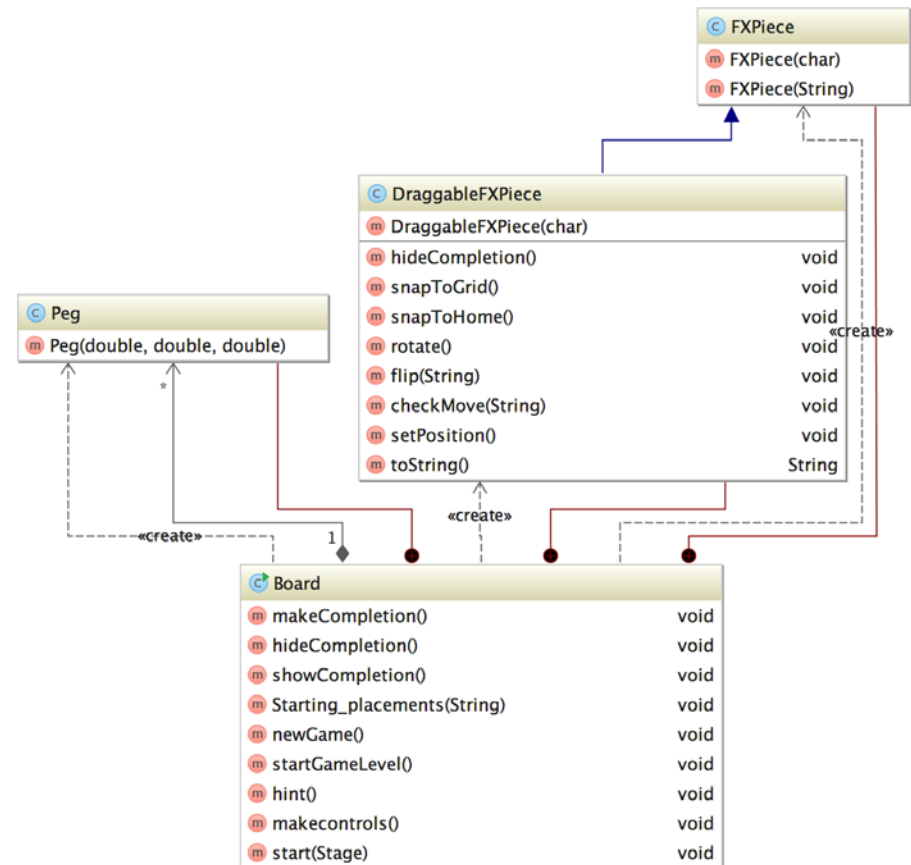
Summary of content

- Use a waterfall methodology to develop our game:
 - Get the requirement first
 - Design the UML diagram
 - Implement the function
 - Develop our program from tests
 - Build game UI
 - Improve user experience



Class Diagram







Screen of games

