Exercise 3.1 - Logging requirements

- Logging class
- Game class
    - When the player starts the game, then the start up is logged.
    - When the game is ended, then the game being ended is logged.
- Spaceship class
    - When the spaceship is created, then the create is logged.
    - When the spaceship shoots a bullet, then the shoot is logged.
    - When the spaceship is hit, then the hit and the number lives left is logged.
    - When the spaceship moves left/right, then the movement is logged.
- Bullet events
    - When an alien shoots, then the create is logged.
    - When the spaceship shoots, then the create is logged.
    - When the bullet has reached the top of the screen, then the bullet removal is logged.
- Alien class
    - When an alien is created, then the create is logged.
    - When an alien shoots a bullet, then the shoot is logged.
    - When an alien is hit, then the hit is logged.
    - When an alien hits the left/right side, then the movement down is logged.
- Barrier class
    - When a barrier is created, then the create is logged.
    - When a barrier is hit, then the hit is logged.

Exercise 3.2
Requirement specification and noun classes

The game has to log all the actions happened during the game. The logging has to be implemented from scratch without using any existing logging library.

Conceptual enties:

- Log

Concepts:

- *Accions happened during the game.

CRC Card:

ClassName:Logging	
Superclass(es):	
Subclasses:	
Purpose	Collaborators
Record state of the game	Start and end events
Record when a bullet is shot	Alien shoot and bullet shoot event
Record when the bullet is out of the screen	