

Project 6

Status Summary

Names:

- Jonathan Taing
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Work Done:

- The basic structure of the game has been implemented. This includes having a basic command line interface to take actions given by the user (i.e. Choosing a Country, Taking an action on behalf of given country chosen)

Changes or Issues Encountered:

Patterns:

-

Class Diagram

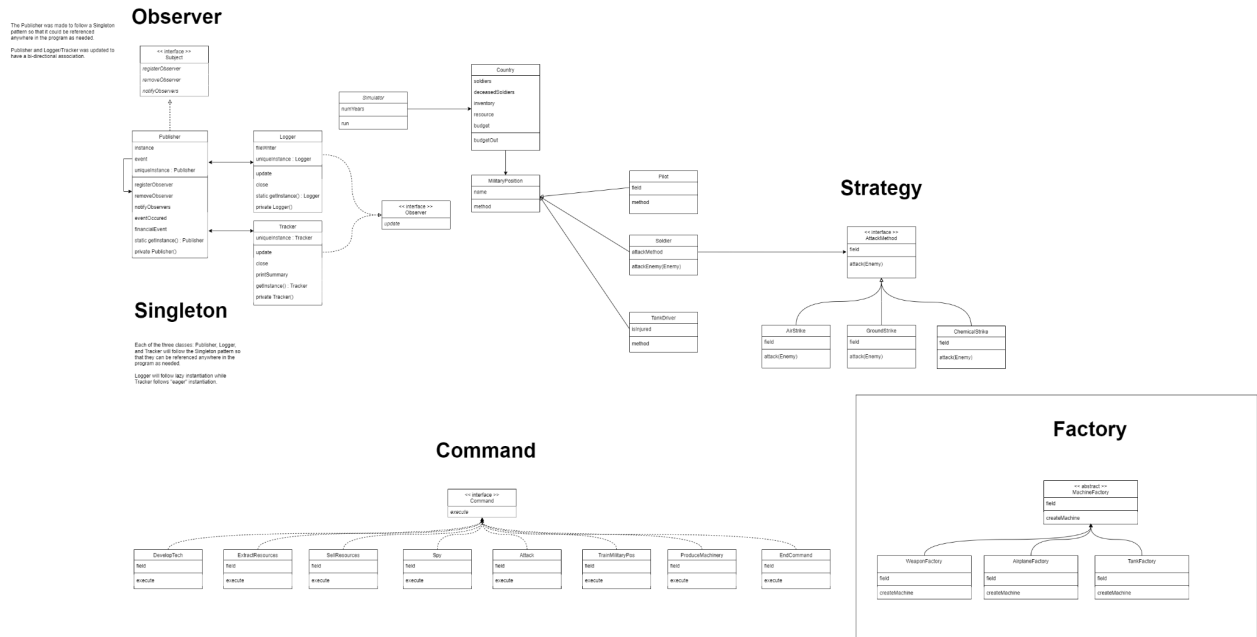
Classes that have been implemented so far (surrounded by rectangle):

- Factory

For a more detailed view of the UML class diagram below, please visit the following link:

https://drive.google.com/file/d/1Ch8rut1E__2hXjVCl5-7GxyEPG3qoibe/view?usp=sharing

UML for Project 6



Plan for Next Iteration

- In the next iteration, we plan to implement the generation of logger files using the Observer and Singleton pattern to capture all actions taken by the user within the 30-year timeline of the game.
- We also plan to finish implementing the rest of the classes we came up during the design phase and tying them together to the in game mechanics.