Excercise 3

To follow the responsibility driven design we started with the requirements for extending our game with a logger. Looking at the requirements we came up with adding the following classes to our game:

- Logger
- LogPlayer
- \bullet LogAliens
- LogBullets
- $\bullet \ \operatorname{LogBarricades}$
- \bullet LogExplosions
- LogExceptions
- $\bullet~{\rm LogErrors}$
- WriteLog
- ReadLog