Assignment 3

Hanli Liu:

Lakes, water and rain

Second map

A more sophisticated game driver

Design rationale

Eu Zin Fong:

Thirsty dinosaurs

Pterodactyls

Recommendations for extensions to the game engine

UML class diagrams and interaction diagrams

Since Eu Zin Fong is missing for the duration and can’t be contacted, this WBA can’t be agreed on both members and assignment 3 is done by Hanli Liu alone.