Extra Credit Project in Comp III : rubric without presentation

**Project Description:**

1. Create an application that does some interesting task (e.g. playing a game, simulation of a real-life process) and uses
   * (2 pts) objects of several classes,
   * (1 pt) STL containers or/and algorithms,
   * (2 pts) inheritance.
2. (1 pt) Draw UML class diagrams (showing relationship between classes, including member variables and functions for each class, their access level, and types).
3. (1 pt) Describe in pseudocode what your program (main function) is doing
4. (3 pts) Submit
   1. name of your team member(s)
   2. (.5 pt) description of your application,
   3. UML diagrams,
   4. pseudocode,
   5. (1 pt) code,
   6. (1.5 pt) tests of your application,
   7. and references.