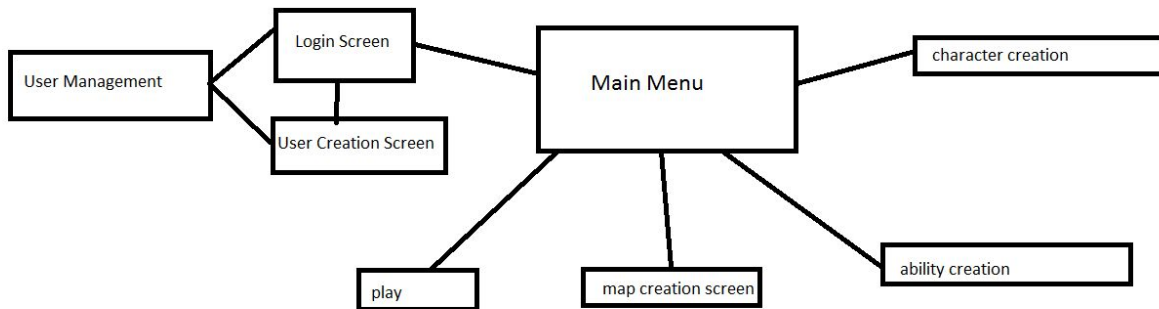
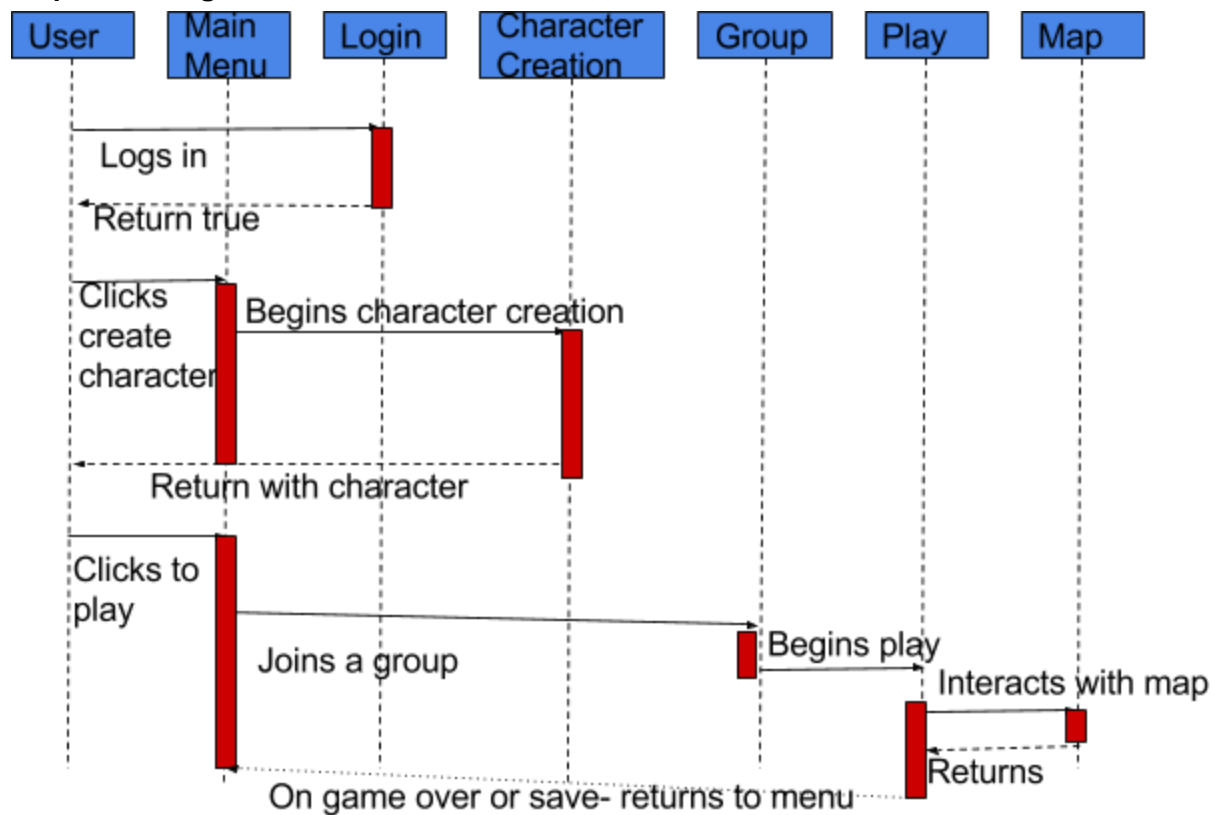




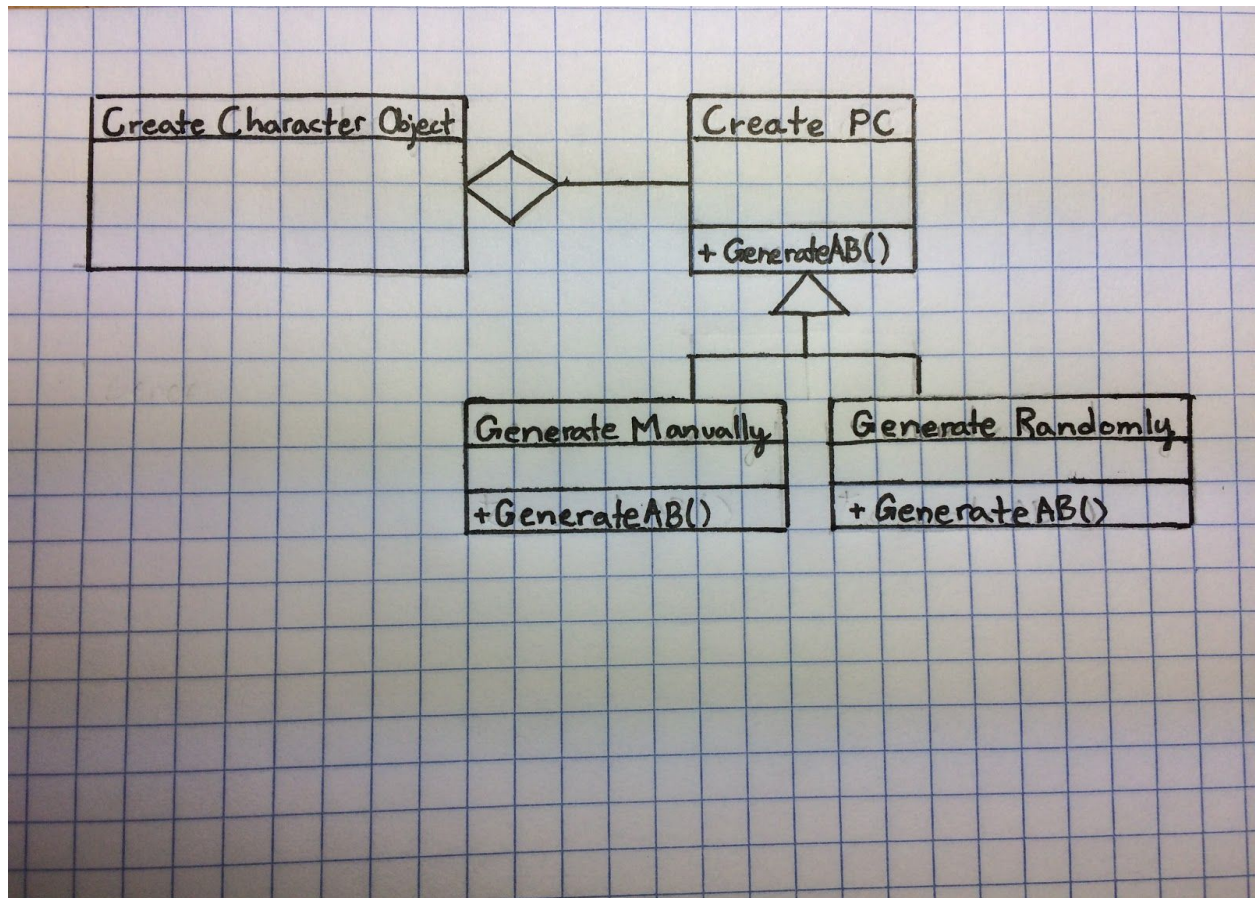
High Level Architecture Diagram:



Sequence Diagram:

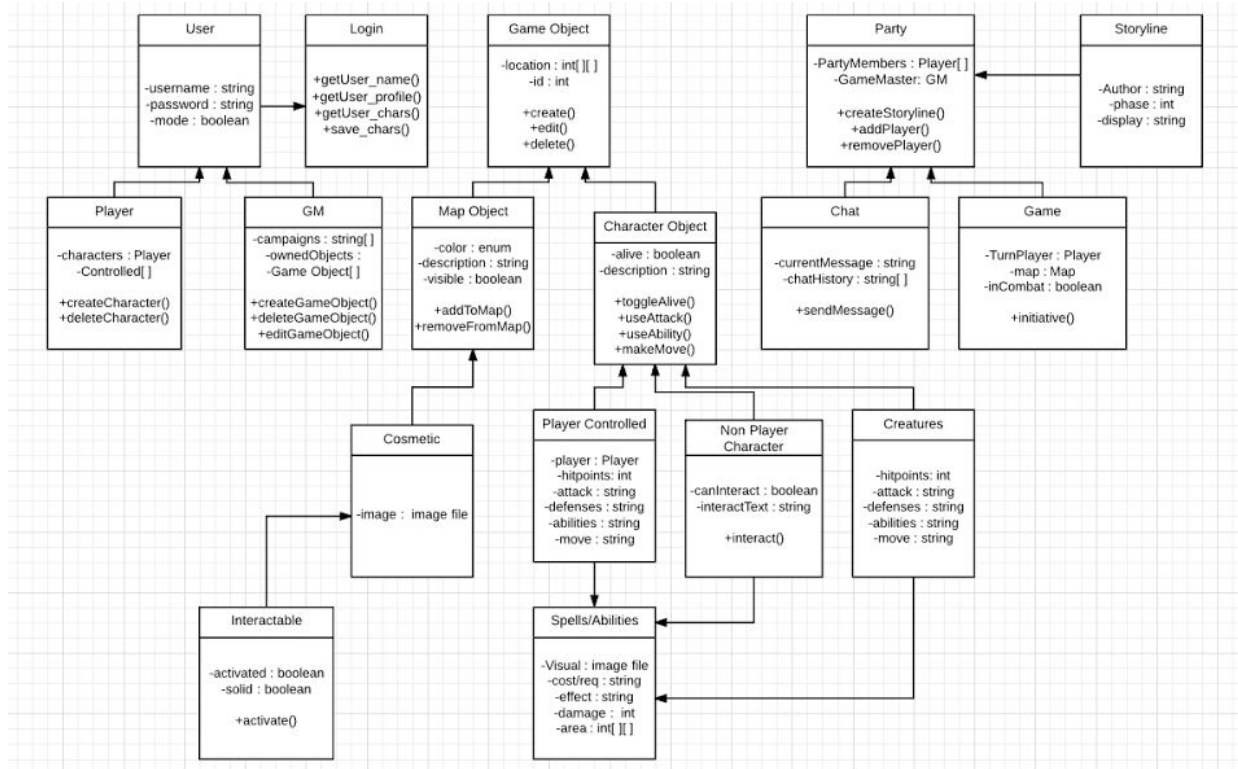


UML Displaying Strategy Design Pattern:



When a user selects the option to create a new PC (player character) from the Create Character Object Menu, they are given the choice to generate their character's ability scores manually, or randomly. Each of these has a separate implementation of the `GenerateAB()` method, that is selected by the user at run time.

Refined Class Diagram



Group participation:

Charles Chatwin	Created the document, began collaboration with other members. Created sequence diagram.
Michael Hartzell	Created the high level architecture diagram
Kristoffer Schindele	Created UML Diagram displaying how the strategy design pattern is used in the character creation process.
Logan Brewer	Created the refined class diagram with visibilities