



How to run the program:

To get and run the file:

- Copy the link in the header to the GitHub.
- Right-click your desktop, and select 'Git Bash Here'
- Type 'git clone' and a space, then past the link you copied
 - Assumes you have Git on your computer
 - This will create a file on your desktop
- Open the created file titled 'CS386-Utility-DC'
- Right-click in this file again and select 'Git Bash Here'
 - You can right-click in the left-hand side of the files where they are not highlighted.
- Type 'javac *.java' to make sure it is compiled to your machine
- Type 'java Runner' to begin execution of the program
- Click 'Create Account' and enter some information.
 - Then log into the account, and explore the options from there.

What was updated:

PreMadeMaps.java updates from 3.2

- Created a turn system for the users to interact with
- Turn system allows for 4 users to control their colors in accessible map areas

Ability Creation

- Created class for saving a new ability
- Created class for loading a saved ability

Character Creation

- Populated tab for combat statistics
- Created methods for calculating combat statistics
- Updated previous code to support combat statistics

Group participation:

Charles Chatwin	Created the document, began collaboration with other members. Included instructions on how to get and run the program. Added to the ability creation.
Michael Hartzell	Added a few bug fixes to the user management, login screen, account creation screen from feedback given in user tests.
Kristoffer Schindele	Added functionality for combat statistics tab, updated other functions and classes so that they support combat statistic information
Logan Brewer	Added more features to map, updated document to show changes made.