1. **Name of project and names of all team members:** Quan Nguyen (Zach), Tyler Rayborn, Steven Mai
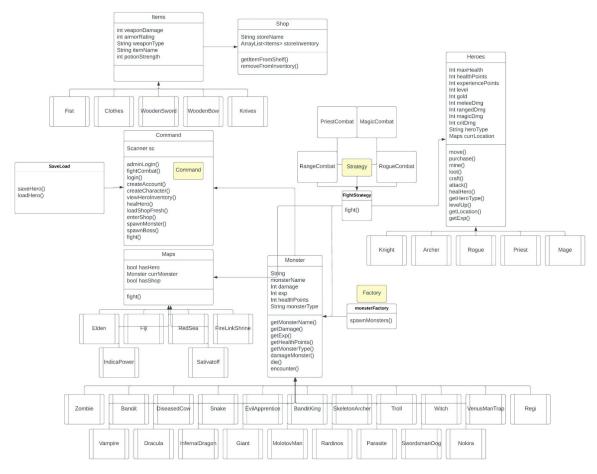2. **Final State of System Statement:** As a group, we implemented the save feature so that the users could keep their progress that they've made throughout the game. We also implemented the feature where the users could create an account and log in if they already have an account. We decided not to do the displaying graphics feature because we were low on time, however, if we had more time we would have done it. We added a lot more monsters and also created maps.
3. **Final Class Diagram and Comparison Statement:**
   a. UML Diagram:

   b.
4. **Third-Party code vs Original code Statement:** As a group, we coded most of our program by ourselves. We used a tutorial for how to implement the login feature, as well as the save feature.

5. **Statement on the OOAD process for your overall Semester Project:**

a. One of the key design processes was that we were able to successfully implement the save feature which is what we wanted to do when we planned this project out.
b. A key design process that we couldn't implement was the GUI feature. We wanted for our game to have a displaying graphics but due to time constraints, we could not make it happen
c. Another key design process that we couldn't implement was to put music in our game to make the game more interesting and more interactive. All of this is due to time constraints.