Status Summary:

Name: Quan Nguyen (Zach), Tyler Rayborn, Steven Mai

Title of project: ZST

Work Done: We worked on the project collectively as a group through liveshare and

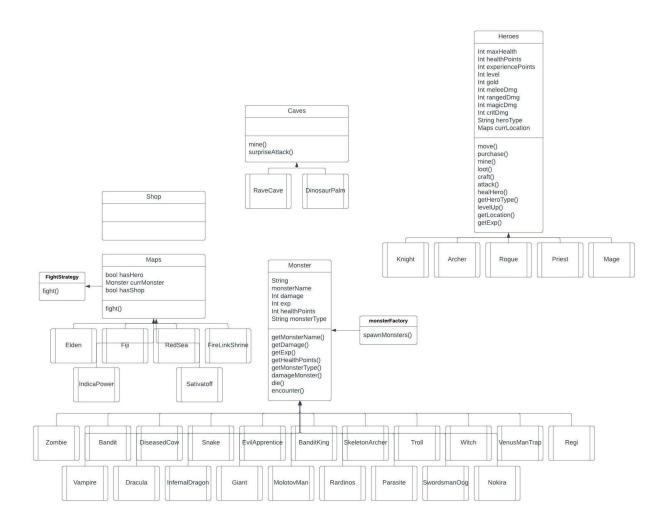
came up with new ideas together.

Changes or Issues Encountered: We had a difficult time trying to implement the

factory pattern for the monster classes.

Patterns: We used factory patterns.

Class Diagram:



Plan for Next Iteration:

As a group, we have decided that we need to implement a save feature, login feature, and also displaying graphics. We also need to finish up inventory, and make the game smoother.