

Vanessa

Recommendations for change to game engine

Update UML Diagram and design rationale

Mambo Marie

- Make new class for Voodoo priestess
- Create new Action chantAction

Ending the game

- Make new class that inherits World
- Create new Action quitAction

Jaclyn

Recommendations for change to game engine

Sequence Diagram and design rationale

Going to Town:

- Modify Application class
- Make new class called Vehicle

New weapons: shotgun and sniper rifle

- Implement two new classes that inherits from WeaponItem
- Implement a new class called ammunition
- Modified AttackAction
- Create two new AttackAction class for each weapons.

Jaclyn - I accept this WBA

Vanessa - I accept this WBA