Vanessa

Recommendations for change to game engine

Update UML Diagram and design rationale

<u>Mambo Marie</u>
- Make new class for Voodoo priestess
- Create new Action chantAction

<u>Ending the game</u>
- Make new class that inherits World
- Create new Action quitAction

Jaclyn

Recommendations for change to game engine

<u>Sequence Diagram and design rationale</u>

<u>Going to Town:</u>
- Modify Application class
- Make new class called Vehicle

<u>New weapons: shotgun and sniper rifle</u>
- 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