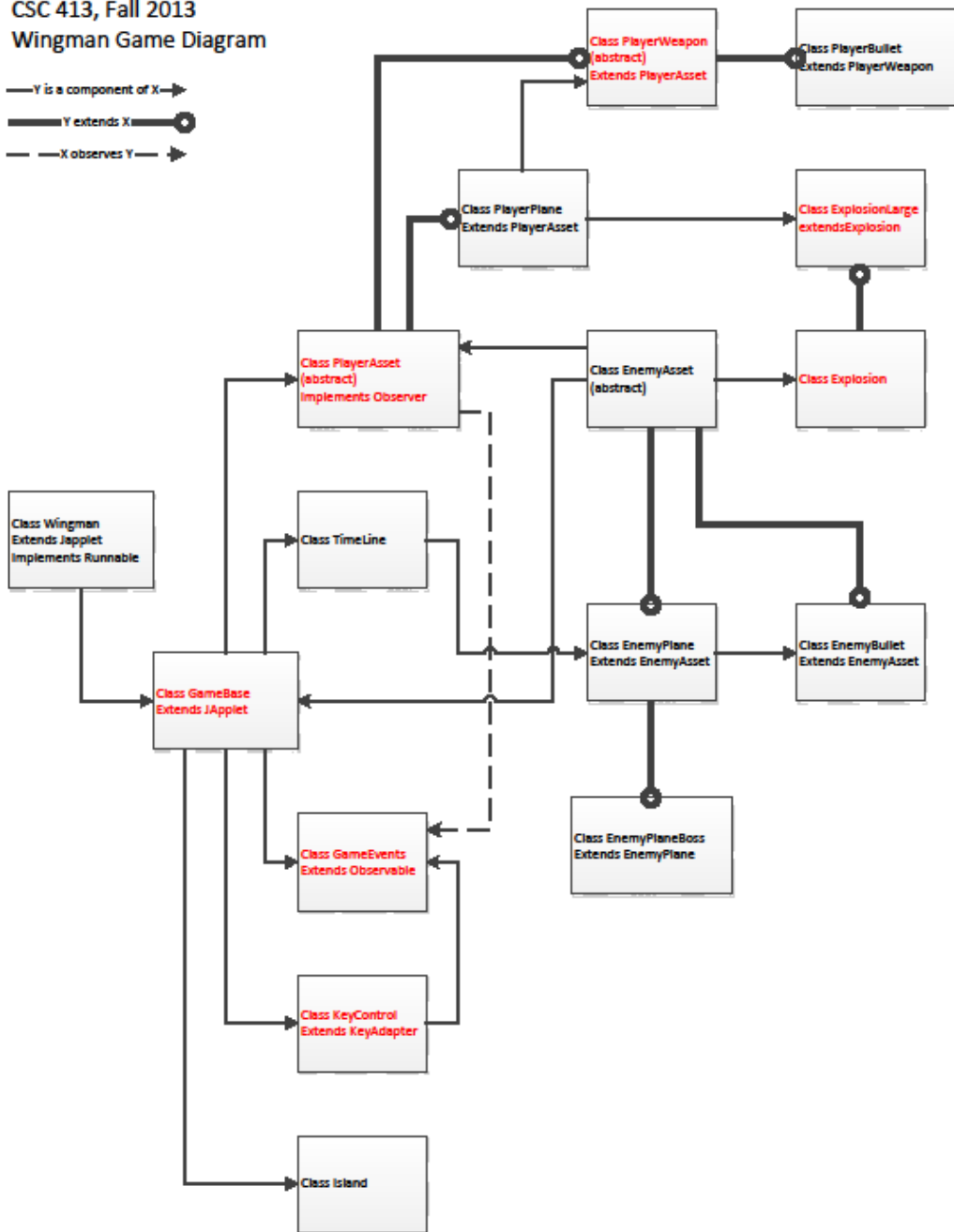


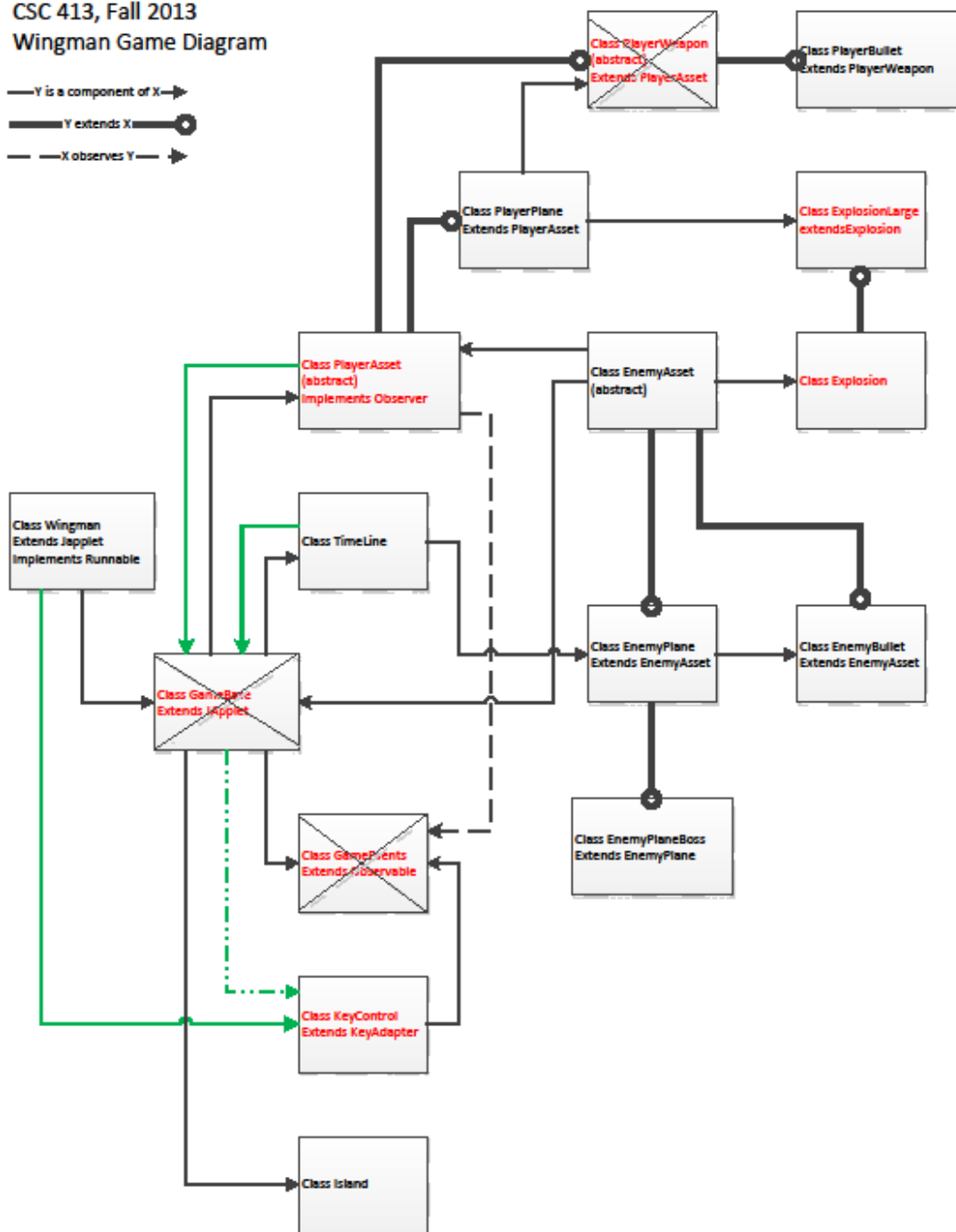
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Wingman Game Diagram

— Y is a component of X —>
— Y extends X —>
— X observes Y —>

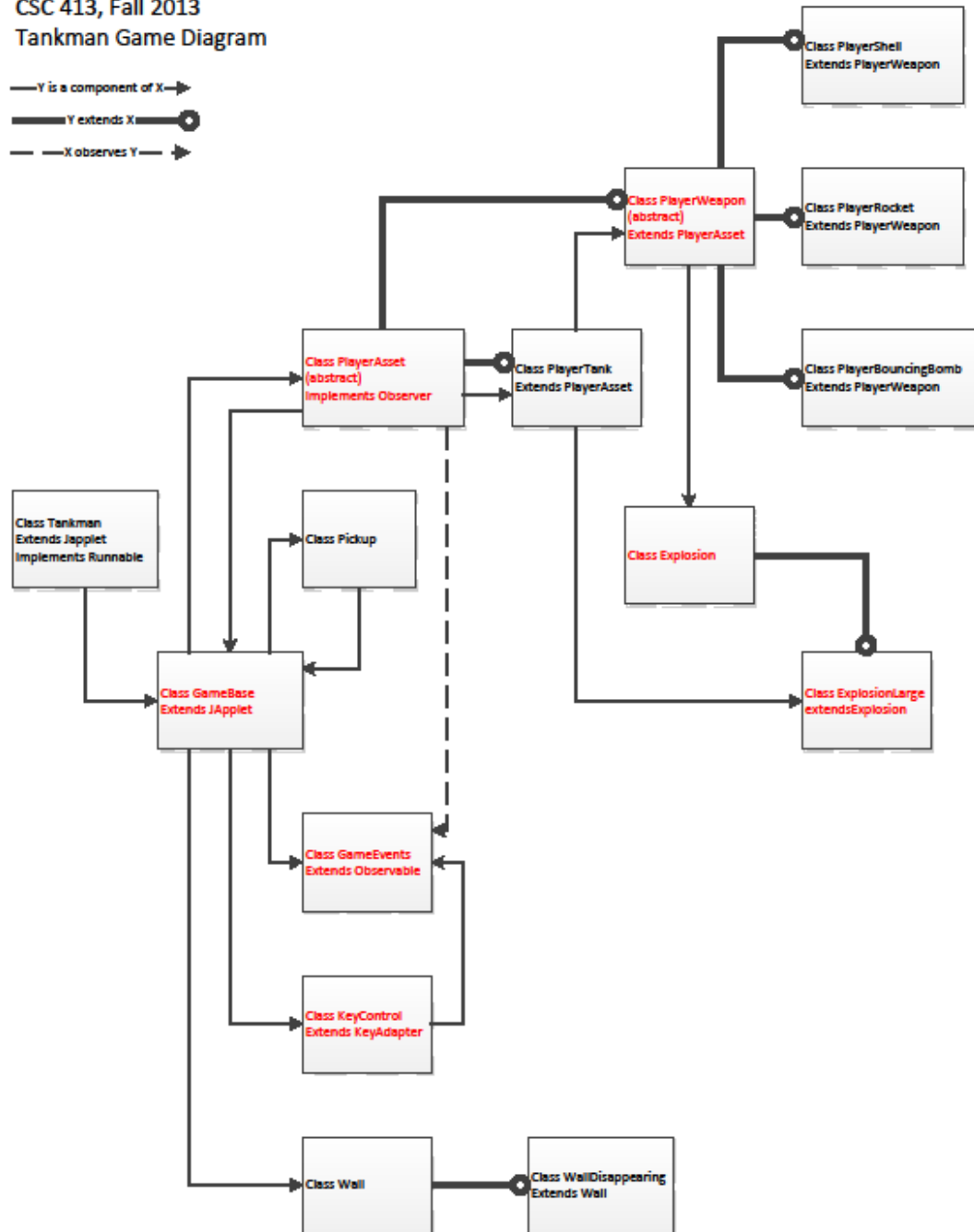
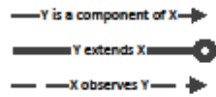


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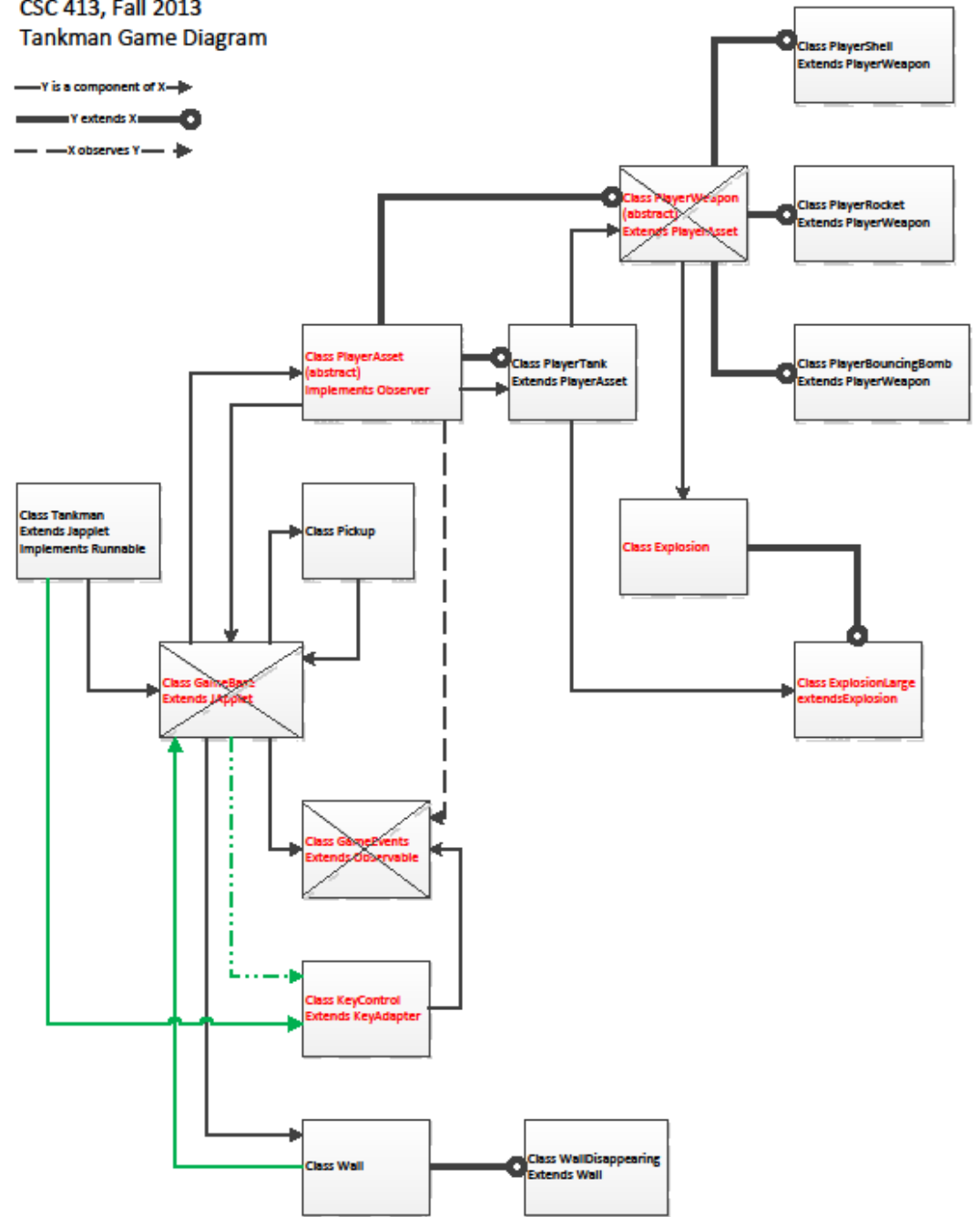
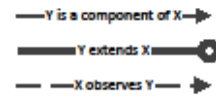
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Tankman Game Diagram



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Tankman Game Diagram



Challenges

- Don't feel like I took full advantage of the dynamic binding.
- Should have separated out the graphic interface more.

Successes

- Management of components (weapons, explosions)