**Design Report Iter 1 and Presentation**

**Asset Manager + UI** İrem, Ece

**Game Manager + UI** Ömer, Arda, Furkan

1.1 İrem

1.2.1 Ece

1.2.2 Furkan

2.1 Ömer

2.2 Ömer

2.3 Ömer

2.4 Ömer

2.5 İrem, Ömer

3.1 İrem + Ece Application Control

3.2 Arda + Ömer + Furkan Game Logic

3.3.1 Ece + İrem Application UI

3.3.2 Arda + Ömer + Furkan Game UI

4.1. Furkan Object Design Trade-offs

4.2. Arda + Ömer Final Object Design

4.3. Ömer Packages

5. İrem References

**Presentation**

Brief description of the game İrem

Functional Model (Use-case diagram) Arda

Non-functional requirements Furkan

Dynamic Model (1 state, 1 activity and 1 sequence) İrem + Ömer

Object Model (Application domain level) Ömer

Subsystem Decomposition Ece

Class diagram (Solution domain level) Ömer + Arda

- Short demo of what you have implemented so far.

**Implementation Until Presentation**

**İrem Application UI(Main menu and related pages)**

**Ece Application UI(Main menu and related pages)**

**Arda Game UI + GameManager**

**Furkan Game Logic Entity**

**Ömer Game Logic Entity**