**Team name:** Friends

**Team members:** Arshia Adouli & Joseph Yu

**Deliverables**

- UML Class Diagrams (Due: Sunday 10th May 5:00 pm)

- Design Rationale (Due: Sunday 10th May 5:00 pm)

**Responsible for each deliverable**

UML Class Diagrams

Arshia – Farmer, UnripeCrop, RipeCrop, Food, all new Behaviour classes, all new Action classes and all pre-existing game classes and engine classes

Joseph – Limb, Leg, Arm, Club, Mace and Legend

Design Rationale

Arshia – Section: “Beating up the Zombies” & “Rising from the Dead”

Joseph – Section: “Farmers and food”

**Responsible for reviewing and testing each deliverable**

UML Class Diagrams

Arshia – Limb, Leg, Arm, Club, Mace and Legend

Joseph – Farmer, UnripeCrop, RipeCrop, Food, all new Behaviour classes, all new Action classes and all pre-existing game classes and engine classes

***\*Review and testing for this deliverable needs to be completed by Sunday 10th May 4:00 pm\****

Design Rationale

Arshia – Section: “Farmers and food”

Joseph – Section: “Beating up the Zombies” & “Rising from the Dead”

***\*Review and testing for this deliverable needs to be completed by Sunday 10th May 4:00 pm\****