"The Beer and Pretzels"
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Group Project D.3 Requirements
https://github.com/mario8th/cs386_project.git
https://trello.com/b/CgY2eKr3/cs386-project
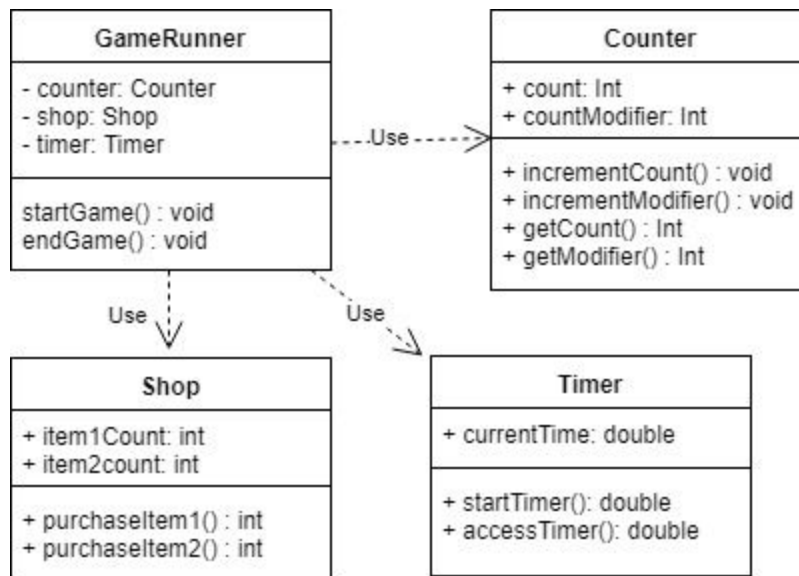
1. <u>Description</u>

The problem of stress and workload affects Computer Science Students at NAU; the impact of which is a much lower quality of work. For Computer Scientists who have large workloads, Unlike other games, Death by Dr. D does not require time to learn how to play and it does not require focus to play, it is truly for anyone. Death by Dr. D will serve as a fun, and simple way for NAU Computer Science students to deal with some stress, by enjoying free time with an easy game that helps students gain familiarity with their school faculty, and fun through inside jokes in that community.

To combat this issue we are developing a game where Users will be able to click a button to earn points. The game will include a **Counter** that will keep track of both the <u>count</u>/number of clicks the user has already accumulated, and the <u>countModifier</u> for the game's auto-click feature. The **Counter** will be run by the **GameRunner**. The **GameRunner** will take input from the user via buttons presses and increment the **Counter** on press or when the **Timer** has elapsed another second. The **Timer** will simply tell the **GameRunner** ever time a second has passed. Finally, a **Shop** class will be used to keep track of <u>items</u> and <u>powerUps</u> for the user to buy. Each <u>item/powerUp</u> can be purchased a limited number of times, and when purchased will add to the **Counter's** <u>countModifier</u>. The **Shop** will be run by the **GameRunner** and used through user input.

2. Model

3. Group Participation
- Austin Corum - 0%
- Chadd Frasier - Wrote half of the Description - 25%
- Alex Kahn - 0%
- Gavin Valencia - Wrote half of the Description, created UML - 75%