COMP 3004, Winter 2014

Team 17  
Tyler Babin  
Ryan Bottema  
Brandon Schurman

Section 1: Weekly Activities

We have each worked around 8 hours per week on this project. The responsibilities of each member were as follows:

Tyler Babin: Backend classes and GUI representations of the Cup (for players to draw from) and the Player Rack. Game Loop controller class.

Ryan Bottema: Game Board GUI with animations and initial game setup. Java classes for Terrain and Hex pieces.

Brandon Schurman: backend classes for Creatures, Special Characters, Forts and Players. Server, Database and Networking basics.

Section 2: Use Case Diagram

Mac:Users:schurman93:Documents:School:COMP3004:kingsandthings:Docs:KATuseCaseDiagram.pdfSection 3: Use Case Descriptions