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P2D3 Functional Specification Change Log - ComputersAreHard

Architecture

Issue 1

- **Description:**
  - high level diagram on how different modules work together (architectural diagram, flowcharts)
- **Changes:**
  - Diagram has been added
- **New Grade Estimate**
  - Old: 10/15
  - New: 15/15

Study Data and Findings

Issue 1

- **Description:**
  - message / function descriptions/psuedo-code
- **Changes:**
  - Client-server message are now explained, such as player position and actions
- **New Grade Estimate**
  - Old: 6/10
  - New: 10/10

Internal Data Structures and Classes

Issue 1

- **Description:**
  - defines a reasonable classes / interfaces to operate on gameplay data, e.g. executing rules, rendering gameplay
- **Changes:**
  - Classes and the user interfaces regarding gameplay have been explained in more detail
- **New Grade Estimate**
  - Old: 8/10
  - New: 10/10

Internal Data Structures and Classes

Issue 1

- **Description:**
    - dev log
- **Changes:**
    - Dev log has been updated to fit format requirements, and is more specific now
- **New Grade Estimate**
    - Old: 3/5
    - New: 5/5

Overall Estimated Grade:

Old: 87/100

New: 100/100