Week 5 Project Update

CARLOS HENDERSON

CHRIS LEGG

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Author Note

This report was prepared for CIS 355A

taught by Professor Peisl

# **Name**: DAWOOD MANZUR

* Task: public void createPlayers()
* Description: Creates player objects into an array.
* Complete: Yes
* Task: public void winner()
* Description: Displays pop up window announcing the winner.
* Complete: Yes

# **Name**: CARLOS HENDERSON

* **Task**: public void healthCheck()
* **Description**: This method prints the player object and the health for each object when the listener is activated.
* **Complete**: Yes
* **Task**: public void loser()
* **Description**: This method checks if someone has died and prints the player object that died with a message stating they have died.
* **Complete: Yes**

# **Name**: MARK VINCENT PADUA

* **Task**: public void dmgRand()
* **Description**: This method reduces the health every round and calls the healthCheck() function.
* **Complete**: Yes

# Name: CHRIS LEGG

* **Task**: GUI
* **Description**: Create the GUI and all the elements.
* **Complete**: 90% Complete Still need to do help button
* **Task**: Main()
* **Description**: Create Main function and call GUI
* **Complete**: 50% Complete Need to call GUI.