Plan

**Initial plan step by step:**

1. Choose one game from the given three (July 13th)
2. Find out how many basic classes we would need (July 13th)
3. Design the UML for our game (July 16th)
4. Design the header files for each class (July 16th)
5. Implement all the .cc files for each header file (July 18th)
6. Create a Makefile to link all the files together (July 18th)
7. Implement our main.cc file and write the interactive features (July 19th)
8. Write a demo for our game and test our game (July 20th)
9. Add additional features to our game (July 21st)
10. Test the final game and debug (July 24th)

P.S: the date in the bracket is the estimated completion date

**Work Breakdown**:

Yinghan Chen:

XI LI: write part of the documentations,

write part of the UML,

write parts of the header files and parts of the .cc file

debugging the game

Dheeraj Pille:

Questions: