# Extensibility: in document B and C

**//demonstrate how Abstraction, reusability, modularity, and structure choice will permit extensibility**

**//how to avoid test duplication or design things that are similar by re-using or abstracting what we have**

Abstract Class: TwoPlayersTurnGameAbstract permit create new games

View: view are independent from the game, the game view is extendable (board), turn/player/score are reused

# Additional Features: in document A or B or C

**//propose feature, and show they can be integrated easily**

* More Games
* Avatar image and personalization,
* Enhanced graphics and animations for game boards.
* Sound effects for game actions.
* More detailed player statistics and history.
* Players in different locations (remote)
* Online multiplayer functionality.
* Online Chat
* Rewards, Challenges, Teams