

My responsibilities

Write javadoc and add the website to github

Create coverpage

Run find bugs and record results

Generate class diagram

Write attack method

Create user interface

Set up game and fight loops

Created instances class

I did hard work on this project. I think that I didn't plan ahead very well and that made the project more problematic overall. While I think a less technically challenging and more graphical game may have looked more impressive, I am proud of the amount of work and features that this game contains.

As a group we did well together. I think we would've worked more effectively if we had decided who was gonna work on what from the beginning. It also could have been beneficial to make a schedule of what needed to be done. And maybe a nice checklist.