

Overall, our group made moderate changes to the project between part 2 and 3. The most profound change is the creation of a Section and Passage class, as opposed to a unified SectionToken and PassageToken class. Such a split allows better support for the mapping of both sections and passages. The Section and Passage classes hold their name identifiers, while their token variants hold the actual texts contained. Both are held in maps in Story.

Another major change is expansion of the Block class into BlockTokenizer, in order to support the behavior of blocks. We also used friend to connect our classes in order to allow directly accessing data, due to almost all of our story data being held in the Story class.

List of minor changes:

- nextSection's virtual removed, mistakenly added in UML
- Passages (a vector) was changed to not use pointers
- Vector sections added to Passage in order to hold
- startProgram is deleted in favor of a main file and function containing I/O, as well as Story and StoryTokenizer instantiation