## Thug Life 0.1

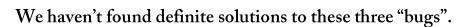
by Sebastian Nielsen and Tobias Jacobsen, DAT-A

The game satisfies all requirements: A, B, C, D and E. EXCLUDING:

"Secret pockets" from Req B.

## Notes:

- a) Sometimes one will experience either prices or quantities
  Reaching 0, which can cause some problems for the user.
  We think the problem relates to the particular implementation
  Of events.
- b) It is possible to have the player inventory and market inventory "desynchronized", meaning that you might be able to buy for 5000\$ and sell it back for 5001,35\$.
- c) The jar file won't launch. Probably something to do with the long startup-time, caused by our web-connected price-strategies...







## Design Class Diagram

