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Software Engineering

Patterns HW#2

**User Story 1**-User can click on an object to make a train move left

Tasks-

* Create a plane for the train and the track to be set on
* Create a train object as well as a track with endpoints that will cause the train to stop
* Create clickable object
* Write script that moves the train to the left when the object is clicked
  + Stops when stop is pressed or if it hits block on end of rail

**User Story 2**-User can click on an object to make a train move right

Tasks-

* Create clickable object
* Write script that moves the train to the right when the object is clicked
  + Stops when stop is pressed or if it hits block on end of rail

**User Story 3**-User can click on an object to stop the train

Tasks-

* Create clickable object
* Write script that stops the train when the object is clicked

**User Story 4**-User can click on an object to randomize what the other 3 objects do

Tasks-

* Create clickable object
* Write script that randomizes what the other three buttons do