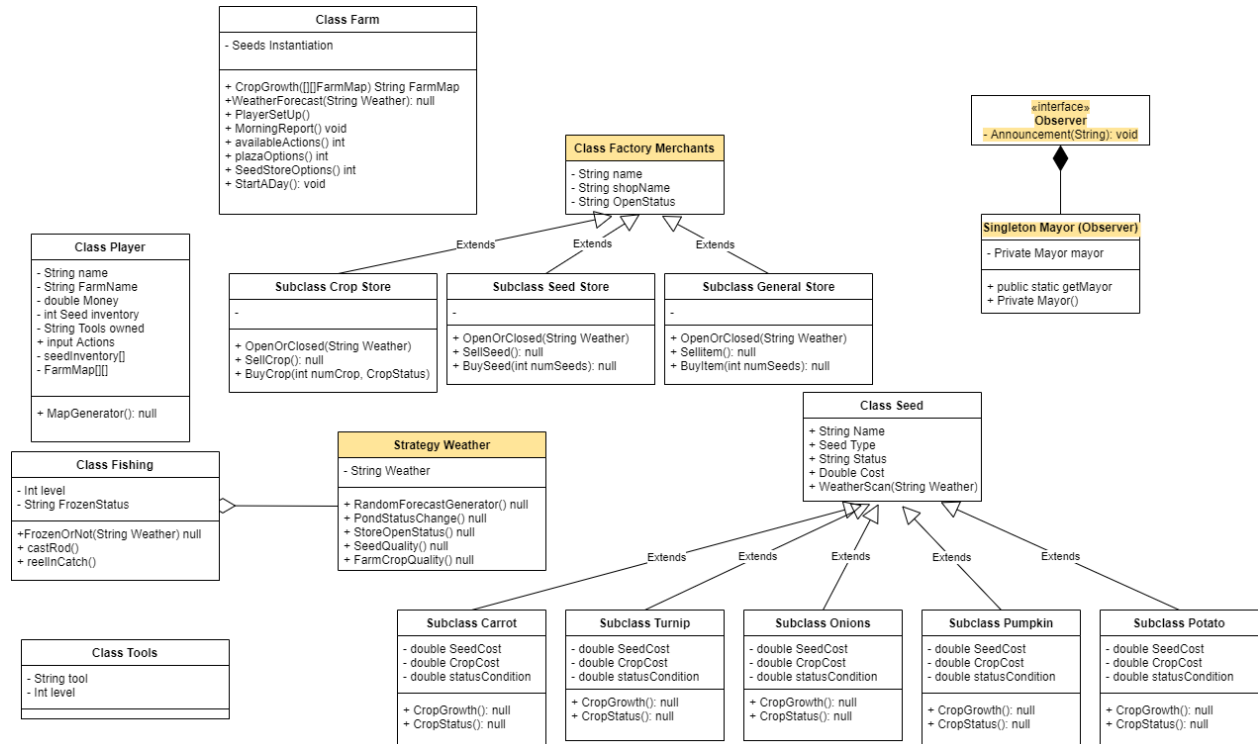


Status Summary

- Team Members: Helen Kim, Shawn Jaffe, Lakshya Jaishankar
- Work done:
 - Helen: Modifications to the farm class, seed class and player class for object instantiations. Also added the planting and watering of the plants
 - Shawn: Created the seed, player, and farm classes. Created the start of the game, and set up the different menu options for the tasks.
 - Lakshya: Created the outline for the observer interface and singleton announcer class. Created the class for fishing and started working on the weather strategy class.
- Changes or issues encountered: There have been a good amount of small changes that we made such as switching around attributes the farm should have to the player instead having it and making it related to the player object. While our overall concept and flow of the game is the same as our initial plans, when coding up the basic premise of it we had quite a bit of struggles in actually implementing our initial plan and had to make changes so that the flow of the code went much smoother and overall had all the classes working together.
- Patterns: we are actually splitting our project into two, similar to the homework assignments where we have the fundamental game aspect completely working and after the demonstration we plan on implementing the patterns such as the marketplace area. The only pattern we implemented was observer, which is the mayor as well as making it a singleton though it is subject to change should we find a better pattern for our design. For now, we simply have the farm and the planting/watering of the seeds as well as the ability to fish. Right now we have no current plans to change our initial pattern.

Class Diagram



Plan for Next Iteration

For the rest of the semester, we have about half of the project left in terms of functionality and adding the OO patterns. We plan on doing what we had done for project 6 in terms of delegating the tasks and implementing as we did similar to the previous assignments with the game store. We are hoping to have everything we planned for done by the deadline and if we can finish it earlier then we may complicate the functionality and add more OO pattern designs if we deem it to be more suitable.