

Plan for iteration 4

For the iteration 4 we need do:

- page (at most) explaining how your design accounts for - or would need to be adjusted for - possible future networking of the game
- A page (at most) explaining the use of patterns in your design, or where you would use patterns if you had more time
- Unit Tests for 5 key domain classes, covering all methods. For this you need to submit:
 - the .java files for each test class
 - screenshots from Eclipse showing that the tests ran successfully for each test class (see below for an example)
- Final Release of your application. For this you need to submit:
 - the source code (.java)
 - a runnable jar

we will focus on coding at the first week and meet every Thursday and Tuesday after class

Member responsible	activity	Review on	Complete by	Depends on task
Haesheshkumar	page (at most) explaining how your design accounts for page (at most) explaining the use of patterns in your design,	Nov 18	Nov20	Final release of application
Fangyuan	Final release of application	Nov 12	Nov16	
Mahdi	Unit test	Nov18	Nov20	Final release of application
Chris	Final release of application	Nov12	Nov16	
Andrew	Final release of application	Nov12	Nov16	