

## **Vanessa**

Recommendations for change to game engine

Update class diagrams, create sequence diagram and design rationale

Mambo Marie

- Make new class for Voodoo priestess
- Create new Action ChantAction

Ending the game

- Make new class that inherits World (ZombieWorld)
- Create new Action QuitAction

Shotgun

- Create RangedWeapon abstract class and RangedWeaponCapability
- DisplayShotgunAction
- ShotgunFireAction

Ammunition

- Implemented rounds

Modifications to assignment 2

- FarmingBehaviour

## **Jaclyn**

Recommendations for change to game engine

Design rationale

Going to Town

- Modify Application class
- Make new class called Vehicle

Shotgun and sniper rifle

- Implement two new classes that inherits from WeaponItem
- DisplayRifleAction
- RifleAimAction
- RifleAttackAction

Ammunition

- Create two types of ammunition for shotgun and sniper rifle

Modifications to assignment 2

- AttackAction

Jaclyn - I accept this WBA

Vanessa - I accept this WBA

Vanessa - I accept this WBA (13/6)

Jaclyn - I accept this WBA(13/6)