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1 TODO Assignment due tomorrow.

Can be done graded late if need be since he gave me bad info Probably will not get around to grading until the end of spring break gives us a bit of time.

1.1 Iteration one

1.1.1 class diagram

Post diagram to canvas writhing canvas group. Use primary abstractions as a rough outline. Focus more on the overall structure rather than focusing on every method.

1. Useful if we include an abstract factory. Use the game controller to select the factory to use. The factor's will deal with construction.

1.1.2 Also note that this will require multiple view

Publish subscriber pattered recommended

1.2 list of games

Email to him or post as canvas group.

1.3 Unknown how we will provide with the mentors.

He will reach out and talk about it with the instructors about how this should be done.

1.4 TODO Test cases.

This is an example Each persons test case should be separate and have our name in the class. Only tests game state stuff not front end.

2 Next iteration is probably implementing the abstract factory

Make sure that we design with multiple players in mind. They meet on Monday so he dose not have much information yet.

3 Merge Master and Updated.

3.1 DONE Add the example test that is in it.