In this week, we discussed about the class diagram and state diagram. First, we had divergence on how to design our diagram. After further discussion, we made up our mind that every islands is an object of class Island. In the class Island, there are two methods called gotoA and gotoB. Each method returns the object island according to the player’s choice. I drew the state diagram and the class diagram and then added an issue on waffle to let others review them.