**Module Development Folder**

**Team**: B

**Members:** Mike Sawtelle, Benjamin McDowd, Bryon Lunt, David Clark

**Module**: User Class

**Specifications:**

The User class contains information that would be saved about a player. This includes a User's name, password, and administrator status.

**Test Strategy:**

We checked to make sure the basic constructor and accessor/mutator methods functioned as desired. Most of the functionality of a User object is to be added in Build 2 (password function) and Build 3 (load games, view/edit stats).

Result: the User class passed as sufficient.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Build Lead Signature