**Module Development Folder**

**Team**: B

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

**Module**: Game Class

**Specifications:**

The Game class simply contains information that would be saved about a game. This includes what is on every square, how many pieces each player has left, names of players, and whose turn it is.

**Test Strategy:**

Since the class only consists of a constructor, accessors and mutators there isn’t much to test. We checked to make sure the class performed the primitive operations in the aforementioned accessors and mutators.

Result: the Game class passed as sufficient.

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Build Lead Signature