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**Detailed Documents**

Our basic GUI layout is presented and labeled in the ProjectWireFrame.pdf showing the areas for player information, mini map, items held, and actual playing field.

Our database layout is outlined in the ERDiagram.pdf. We will be using a MySQL database using the jdbc:mysql connector. Within our schema, we will have a table storing player information and statistics such as usernames, passwords, wins, deaths, number of times played, distance traveled, damage received, and time spent alive so that players can track their progress over time.

A general outline of our classes and methods that we plan to implement to create our game are presented in the projectClasses.java as well as in flowchart format in xClassDiagram.pdf where x is the name of a class (i.e. ItemClassDiagram.pdf shows the classes and methods structure for items).