

Remember to use the class diagrams while coding! If we change something, let everyone else know.

UI:

- ☒ ~~Implement SceneSwitcher -Randy~~
- ☒ ~~Move SceneSwitcher to Scenes package -Randy~~
- ☒ ~~Remove EventListener from project -Kade~~
- ☒ ~~Move StarbClient to Scenes package -Randy~~
- ☒ ~~Switch StarbClient from LevelMenuScene to PuzzleScene by default -Kade~~
- ☒ ~~Remove test buttons from LevelMenuScene -Randy~~
- ☒ ~~Implement LevelMenuScene -Randy~~
- ☒ ~~Implement LevelSelector -Randy~~
- ☒ ~~Add methods and attributes to the UI Class Diagram for LevelMenuScene and LevelSelector -Randy~~
- ☐ ~~Implement PuzzleUI -Kade~~
- ☒ ~~Implement PuzzleTopBar -Kade~~
- ☒ ~~Remove test button from PuzzleTopBar -Kade~~
- ☒ ~~Implement PuzzleBottomBar -Kade~~
- ☒ ~~Add remove button to PuzzleBottomBar -Kade~~
- ☒ ~~Implement winning screen (method inside PuzzleUI) -Max~~
- ☒ ~~Fix formatting on customAlert -Max~~

Domain:

- ☒ ~~Create Domain package -Daniel Ma~~
- ☒ ~~Create JSON package -Daniel Ma~~
- ☒ ~~Implement JSONStatus -Daniel Ma~~
- ☐ ~~Implement JSONReader - Daniel Ma (JSON is for a later iteration)~~
- ☒ ~~Create Game package -Daniel Ma~~
- ☒ ~~Implement Board -Max~~
- ☐ ~~Test Board -Max~~
- ☒ ~~Implement Square -Daniel Ma~~

Final:

- ☒ ~~Add this google doc as a pdf, UI Class Diagram, Package Diagram, Domain Class Diagram, Domain Model, and User Stories to the project. Clean up anything that needs to be cleaned up in these diagrams. -Daniel Ma~~
- ☒ ~~Submit iteration 2 -Daniel Ma~~