



















Search by message




08 Jun, 2023 12 commits






















	<b><u>Added design rationale</u></b> Ong Li Ching authored 2 weeks ago	f27ba5af
	<b><u>Added Revised Class Diagram for Sprint 4</u></b> abdullahakif7401 authored 2 weeks ago	eec1d24f
	<b><u>FIT3077 A4 Commit - Runthrough of Code and checks. Removed some redundant / unused methods.</u></b> yhow0004 authored 2 weeks ago	dfd895bf
	<b><u>FIT3077 A4 Commit - Updated IntelliJ Version in ReadMe</u></b> yhow0004 authored 2 weeks ago	181a5ec4
	<b><u>FIT3077 A4 Commit - Final Commit</u></b> yhow0004 authored 2 weeks ago	1802f413
	<b><u>FIT3077 A4 Commit - Tutorial P8</u></b> yhow0004 authored 2 weeks ago	07acd853
	<b><u>FIT3077 A4 Commit - Tutorial P7</u></b> yhow0004 authored 2 weeks ago	ba003ced
	<b><u>FIT3077 A4 Commit - Tutorial P6</u></b> yhow0004 authored 2 weeks ago	1e672264
	<b><u>FIT3077 A4 Commit - Tutorial P6</u></b> yhow0004 authored 2 weeks ago	223a18dd
	<b><u>FIT3077 A4 Commit - Hint Invoke Function</u></b> yhow0004 authored 2 weeks ago	d9879a5d
	<b><u>FIT3077 A4 Commit - Tutorial Game P5</u></b> yhow0004 authored 2 weeks ago	e798adf0
	<b><u>FIT3077 A4 Commit - Tutorial Game P4</u></b> yhow0004 authored 2 weeks ago	8dcf2cfa























07 Jun, 2023 6 commits






















	<b><u>Merge remote-tracking branch 'origin/main'</u></b> Subhan Saadat Khan authored 2 weeks ago	387d3577
	<b><u>Fixed start method bug</u></b> Subhan Saadat Khan authored 2 weeks ago	66fad0d2
	<b><u>Added implementation for Draw Game. Created an attribute to counter number of...</u></b> abdullahakif7401 authored 2 weeks ago	618e64b3
	<b><u>FIT3077 A4 Commit - Tutorial Game P3</u></b> yhow0004 authored 2 weeks ago	92901712
	<b><u>FIT3077 A4 Commit - Tutorial Game P2</u></b> yhow0004 authored 2 weeks ago	0c680bf1
	<b><u>FIT3077 A4 Commit - Tutorial Game P1</u></b> yhow0004 authored 2 weeks ago	5693ee70























06 Jun, 2023 5 commits

	<b><u>Added a feature in game panel to highlight pieces that are part of a mill...</u></b> Ong Li Ching authored 2 weeks ago	ee93d626
	<b><u>Added javadoc and inline comments for actions, GameManager and game classes...</u></b> Ong Li Ching authored 2 weeks ago	4b774bdf
	<b><u>Implemented the start method to ensure player can only play the game after the...</u></b> Ong Li Ching authored 2 weeks ago	260a446a
























	<b><u>Added javaDoc and inline comments for GameBoard, GameState, Player and ComputerPlayer</u></b> Ong Li Ching authored 2 weeks ago	fe176196
	<b><u>Added javaDoc and inline comments for actions classes</u></b> Ong Li Ching authored 2 weeks ago	b021a9d2
02 Jun, 2023 4 commits		
	<b><u>Added a condition in GameManagerer replay() to reset the pieces of computer player</u></b> Ong Li Ching authored 3 weeks ago	95a3fc1c
	<b><u>Fixed an issue where player has to enable the hint button again in order to...</u></b> Ong Li Ching authored 3 weeks ago	514fbbf8
	<b><u>Fixed an issue where opponent's pieces that can be removed are not highlighted...</u></b> Ong Li Ching authored 3 weeks ago	bdf4a763
	<b><u>Allow computer make random move when the game state is remove or jump</u></b> Ong Li Ching authored 3 weeks ago	cfe4d2a5
01 Jun, 2023 3 commits		
	<b><u>Add code to highlight piece user wishes to move across the board</u></b> Subhan Saadat Khan authored 3 weeks ago	c6aad8e6
	<b><u>Add code to display all legal moves when gameState is JUMP</u></b> Subhan Saadat Khan authored 3 weeks ago	6214cb23
	<b><u>Add code to display all legal moves when gameState is REMOVE</u></b> Subhan Saadat Khan authored 3 weeks ago	4c918f12
31 May, 2023 6 commits		
	<b><u>Fixed an issue where the hint button does not show "Hint: Off" after a player made a valid move</u></b> Ong Li Ching authored 3 weeks ago	8b31dc4e
	<b><u>FIT3077 A4 Commit - GamePanel Highlighting P2</u></b> yhow0004 authored 3 weeks ago	57edca01
	<b><u>Added an condition in GameManagerer. If the current player's turn is computer,...</u></b> Ong Li Ching authored 3 weeks ago	86dd054e
	<b><u>Updated code for detection of computer player implementation</u></b> abdullahakif7401 authored 3 weeks ago	12d39b5b
	<b><u>Added a method in Display class to swap to PvC mode when the Player vs Computer button is clicked</u></b> Ong Li Ching authored 3 weeks ago	7e1fe6d6
	<b><u>Added a new constructor in HintAction class and also added code for...</u></b> abdullahakif7401 authored 3 weeks ago	8d68aa27
30 May, 2023 4 commits		
	<b><u>Fixed an issue - it does not show the legal moves when the player click on the...</u></b> Ong Li Ching authored 3 weeks ago	a9e7eeb9
	<b><u>Display all the legal moves the player may make as their next move when they click the hint button</u></b> Ong Li Ching authored 3 weeks ago	fad3935a
	<b><u>Added a hint button in Game Panel and implement a class that determine all...</u></b> Ong Li Ching authored 3 weeks ago	654458c2
	<b><u>FIT3077 A4 Commit - GamePanel Highlighting P1</u></b> yhow0004 authored 3 weeks ago	a1a7b611
19 May, 2023 12 commits		
	<b><u>Updated Design Rationale for Sprint 3</u></b> Ong Li Ching authored May 19, 2023	da2a1b48
	<b><u>Added Gameplay Screenshots.pdf</u></b> abdullahakif7401 authored May 19, 2023	5c6d9618























	<b><u>FIT3077 A3 Commit - Video Demonstration Push</u></b> yhow0004 authored May 19, 2023	83bca98c
	<b><u>Merge remote-tracking branch 'origin/main'</u></b> Subhan Saadat Khan authored May 19, 2023	adb06cac
	<b><u>Add Updated Class Diagram for Sprint 3</u></b> Subhan Saadat Khan authored May 19, 2023	225195b6
	<b><u>Updated Design Rationale for Sprint 3</u></b> Ong Li Ching authored May 19, 2023	4127da01
	<b><u>Added Design Rationale for Sprint 3</u></b> Ong Li Ching authored May 19, 2023	a34411ce
	<b><u>Merge remote-tracking branch 'origin/main'</u></b> Ong Li Ching authored May 19, 2023	8b4dffe7
	<b><u>Added Sequence Diagrams for Sprint 3</u></b> abdullahakif7401 authored May 19, 2023	6ccd8042
	<b><u>Add Class Diagram for Sprint 3</u></b> Subhan Saadat Khan authored May 19, 2023	ee5ea8fc
	<b><u>FIT3077 A3 Commit - Corrected spelling in main menu, and regenerate .jar file</u></b> yhow0004 authored May 19, 2023	665e0975
	<b><u>Merge remote-tracking branch 'origin/main'</u></b> Ong Li Ching authored May 19, 2023	7d2ea635
18 May, 2023 7 commits		
	<b><u>Reformatted code in Main</u></b> Subhan Saadat Khan authored May 18, 2023	fa7d557a
	<b><u>Change checkMill to checkMills and fixed the bug where the game continue when...</u></b> Ong Li Ching authored May 18, 2023	5bbeb74e
	<b><u>FIT3077 A3 Commit - Regenerate .jar file</u></b> yhow0004 authored May 18, 2023	fd3674f4
	<b><u>FIT3077 A3 Commit - Main Menu GUI Part 4 and Javadoc</u></b> yhow0004 authored May 18, 2023	88c43622
	<b><u>FIT3077 A3 Commit - Main Menu GUI Part 3 and JumpAction Bug Fix</u></b> yhow0004 authored May 18, 2023	403af18a
	<b><u>Two new classes for panels in the game (Main Menu and Game Panel)</u></b> Ong Li Ching authored May 18, 2023	61feb9f9
	<b><u>Added classes for panels (for main menu and PvP game) and made Display to be...</u></b> Ong Li Ching authored May 18, 2023	46b7fcba
16 May, 2023 8 commits		
	<b><u>Fixed a bug when checking if all opponent's pieces are part of a mill</u></b> Ong Li Ching authored May 17, 2023	bf44f9dc
	<b><u>Added method to check if all pieces of a player are in a mill and updated it's implementation</u></b> abdullahakif7401 authored May 17, 2023	006007f6
	<b><u>Fixed two bugs. Update the isPartMill of the pieces when break up a mil and...</u></b> Ong Li Ching authored May 16, 2023	bfc79b86
	<b><u>FIT3077 A3 Commit - Main Menu GUI Part 2</u></b> yhow0004 authored May 16, 2023	f1f29b15
	<b><u>Added return to menu button and it's implementation</u></b> abdullahakif7401 authored May 16, 2023	ee24604a





















	<b><u>FIT3077 A3 Commit - Main Menu GUI Part 1</u></b> yhow0004 authored May 16, 2023	b20c9a62
	<b><u>FIT3077 A3 Commit - JumpAction Part 3</u></b> yhow0004 authored May 16, 2023	25702884
	<b><u>FIT3077 A3 Commit - JumpAction Part 1</u></b> yhow0004 authored May 16, 2023	cf62c8b1
15 May, 2023 3 commits		
	<b><u>Allow the players to replay the game after game over</u></b> Ong.Li Ching authored May 15, 2023	1a901454
	<b><u>Add Menu screen to display game start-up options and game modes</u></b> Subhan Saadat Khan authored May 15, 2023	8dd09b0f
	<b><u>FIT3077 A3 Commit - JumpAction Part 1</u></b> yhow0004 authored May 15, 2023	d3e271b7
14 May, 2023 9 commits		
	<b><u>Format code and add comments</u></b> Subhan Saadat Khan authored May 15, 2023	a49c1cc9
	<b><u>Add gameOver message to GUI</u></b> Subhan Saadat Khan authored May 15, 2023	d877fb28
	<b><u>Merge remote-tracking branch 'origin/main'</u></b> Subhan Saadat Khan authored May 15, 2023	97ff08bd
	<b><u>Fix bug in piece bar after remove action, another bug fixed relating last...</u></b> Subhan Saadat Khan authored May 15, 2023	010924eb
	<b><u>Change the game state in GameManager to GAMEOVER when win conditions are met</u></b> Ong.Li Ching authored May 14, 2023	519ec5ab
	<b><u>Add remove feature in place and slide action</u></b> Subhan Saadat Khan authored May 14, 2023	37d227ee
	<b><u>Fixed bug in checkmill</u></b> abdullahakif7401 authored May 14, 2023	20406c65
	<b><u>Add RemoveAction which will remove opponent piece when a mill is formed</u></b> Subhan Saadat Khan authored May 14, 2023	cbf33e6f
	<b><u>Add REMOVE GameState in Slide action</u></b> Subhan Saadat Khan authored May 14, 2023	b606b1cc
13 May, 2023 4 commits		
	<b><u>Added methods in GameManager to check if the win conditions are met.</u></b> Ong.Li Ching authored May 14, 2023	dd53a73a
	<b><u>Modified performAction() in SlideAction. When the player move a piece which is...</u></b> Ong.Li Ching authored 1 month ago	459a1f3d
	<b><u>Added an id of each position</u></b> Ong.Li Ching authored 1 month ago	710dda34
	<b><u>Added a new method in GameBoard to get all the possible mills including a...</u></b> Ong.Li Ching authored 1 month ago	69dfb92a
	<b><u>Added a boolean in the Piece class to check if a piece is part of a mill....</u></b> abdullahakif7401 authored 1 month ago	cba2e8d6
	<b><u>Added an implementation to check for mills</u></b> abdullahakif7401 authored 1 month ago	729a7e99
11 May, 2023 3 commits		

	<a href="#">Added a new method in Display to display message to the players based on current game state.</a> Ong Li Ching authored 1 month ago	ed6be336
	<a href="#">Added a switch statement in GameManager to execute actions according to...</a> Ong Li Ching authored 1 month ago	072b5f43
	<a href="#">Add GameState to keep track of the current game situation</a> Subhan Saadat Khan authored 1 month ago	27eceda8
10 May, 2023 3 commits		
	<a href="#">Added a condition in isValid method in SlideAction to allow players to slide...</a> Ong Li Ching authored 1 month ago	ef0d6e1f
	<a href="#">Added a new method in Position to check if a position is an adjacency_position</a> Ong Li Ching authored 1 month ago	f5a229b8
	<a href="#">Add adjacent positions of each position when initializing the positions of the game board.</a> Ong Li Ching authored 1 month ago	3ba3c614
27 Apr, 2023 17 commits		
	<a href="#">FIT3077 A2 Commit - Updated README.md file</a> yhow0004 authored 1 month ago	c2b7acab
	<a href="#">Added the class diagram</a> Ong Li Ching authored 1 month ago	b5db4984
	<a href="#">Add sprint 2 design rationale</a> Subhan Saadat Khan authored 1 month ago	1a9ec992
	<a href="#">FIT3077 A2 Commit - Created .jar executable file.</a> yhow0004 authored 1 month ago	30a09c0e
	<a href="#">FIT3077 A2 Commit - Ammended GUI in Display Class</a> yhow0004 authored 1 month ago	7b7cc88a
	<a href="#">FIT3077 A2 Commit - Added References</a> yhow0004 authored 1 month ago	ad79c24d
	<a href="#">FIT3077 A2 Commit - Renamed gameData ArrayList to Memory.</a> yhow0004 authored 1 month ago	350e5ad3
	<a href="#">Added a constructor for PieceAction class</a> Ong Li Ching authored 1 month ago	e471a235
	<a href="#">Refactored local variable and added comment</a> Subhan Saadat Khan authored 1 month ago	507e7452
	<a href="#">Changed some methods' access modifier in GameManager</a> Ong Li Ching authored 1 month ago	cec97463
	<a href="#">FIT3077 A2 Commit - Addition of Javadoc for Action related classes</a> yhow0004 authored 1 month ago	aa2457e6
	<a href="#">FIT3077 A2 Commit - Addition of Javadoc for GameManager class.</a> yhow0004 authored 1 month ago	e394e1e6
	<a href="#">FIT3077 A2 Commit - Addition of Javadoc for Player related Classes, and Overall Review.</a> yhow0004 authored 1 month ago	c16ecc3d
	<a href="#">FIT3077 A2 Commit - Display and Canvas - Access Modifier Checks and Citations.</a> yhow0004 authored 1 month ago	dcba7f73
	<a href="#">Added Javadoc for Tutorial Game class</a> abdullahakif7401 authored 1 month ago	bbe5eef0
	<a href="#">Added Javadoc for Real Game class</a> abdullahakif7401 authored 1 month ago	8cc09a60









	<b><u>Added Javadoc for Game class</u></b> abdullahakif7401 authored 1 month ago	84aa7bba
26 Apr, 2023 28 commits		
	<b><u>Added javadoc for Display class and added citation for Canvas class</u></b> Ong Li Ching authored 2 months ago	17a86c5c
	<b><u>Added javadoc for Canvas class. Removed the size attribute from Piece class...</u></b> Ong Li Ching authored 2 months ago	a14d01b3
	<b><u>Added a package called components. All classes that are related to the...</u></b> Ong Li Ching authored 2 months ago	250d06d0
	<b><u>Created a package actions. All classes related to actions are placed into this package.</u></b> Ong Li Ching authored 2 months ago	e8e53436
	<b><u>Added javadoc for GameBoard and HumanPlayer class. Make the initBoard in...</u></b> Ong Li Ching authored 2 months ago	6e29f67d
	<b><u>Added javadoc for HumanPlayer class</u></b> Ong Li Ching authored 2 months ago	7fce21e3
	<b><u>Added javadoc for Player class</u></b> Ong Li Ching authored 2 months ago	80633814
	<b><u>Added javadoc for Position class and removed id and selected attributes as...</u></b> Ong Li Ching authored 2 months ago	bcee5a89
	<b><u>Added javadoc for Piece class and renamed the getColor method to getTeam</u></b> Ong Li Ching authored 2 months ago	b5ca9e79
	<b><u>Added javadoc for Team class</u></b> Ong Li Ching authored 2 months ago	4dd4446e
	<b><u>Changed "position" attribute name to "to" and add a statement to check if the...</u></b> Ong Li Ching authored 2 months ago	ef032a7b
	<b><u>Updated the initialisation of GameManager in Game abstract class</u></b> abdullahakif7401 authored 2 months ago	a66d4413
	<b><u>TutorialGame class updated with player parameters</u></b> abdullahakif7401 authored 2 months ago	6f07974b
	<b><u>Instantiated the players, game manager and real game in the Main</u></b> abdullahakif7401 authored 2 months ago	00cd01f4
	<b><u>RealGame class updated with player parameters</u></b> abdullahakif7401 authored 2 months ago	123b93dd
	<b><u>Further updated the game class, basically optimised it</u></b> abdullahakif7401 authored 2 months ago	30818eea
	<b><u>Updated TutorialGame class so that it can initiate a tutorial game</u></b> abdullahakif7401 authored 2 months ago	bb110c70
	<b><u>Updated RealGame class so that it can initiate a game with a computer or between two players</u></b> abdullahakif7401 authored 2 months ago	322308dc
	<b><u>Updated the game class; added a start method that basically starts the game by...</u></b> abdullahakif7401 authored 2 months ago	32a6f1fe
	<b><u>Add code to validate SlideAction using Player class and reformatted ProcessClick method</u></b> Subhan Saadat Khan authored 2 months ago	629685e0
	<b><u>Add class SlideAction which contains logic for moving a piece across positions</u></b> Subhan Saadat Khan authored 2 months ago	f8c9796d
	<b><u>Reduce the piecesOnBoard and piecesToPlace of Player when they perform placeAction</u></b> Ong Li Ching authored 2 months ago	fef1289d

	<b><u>Keep track of the current player using Player instead of Team for GameManager.</u></b> Ong Li Ching authored 2 months ago	d22fe40f
	<b><u>Added a new constructor in HumanPlayer class without initializing name, and...</u></b> Ong Li Ching authored 2 months ago	73b3fcbb
	<b><u>Added two new attributes and their related methods in Player to keep track of...</u></b> Ong Li Ching authored 2 months ago	18e58618
	<b><u>FIT3077 Assignment Sprint 2 Commit - Added Player package and related player classes</u></b> yhow0004 authored 2 months ago	3e2f7b47
25 Apr, 2023 16 commits		
	<b><u>Removed getter for canvas attribute in Display class</u></b> Ong Li Ching authored 2 months ago	d9ab9dc2
	<b><u>Changed methods in Canvas, Display, GameManager and Piece, to achieve encapsulation.</u></b> Ong Li Ching authored 2 months ago	16567698
	<b><u>Fixed the bug for turn indicator in GUI.</u></b> Ong Li Ching authored 2 months ago	23cf2ae4
	<b><u>Fixed the changing.player turn in handlePlace method in GameManager</u></b> Ong Li Ching authored 2 months ago	86c90a9a
	<b><u>Fixed the placing.piece handling in GameManager</u></b> Ong Li Ching authored 2 months ago	2624b52a
	<b><u>Fix bug reselecting other piece to move</u></b> Subhan Saadat Khan authored 2 months ago	a77baf2a
	<b><u>Implemented PlaceAction class, and allow game manager to handle placing.piece...</u></b> Ong Li Ching authored 2 months ago	36a7dc06
	<b><u>FIT3077 Assignment Sprint 2 Commit - Change Player Turn on GUI</u></b> yhow0004 authored 2 months ago	e1e205c2
	<b><u>FIT3077 Assignment Sprint 2 Commit - Change Player Turn on GUI</u></b> yhow0004 authored 2 months ago	05df51ac
	<b><u>Add methods in GameBoard to return positions, get piece from a position and...</u></b> Ong Li Ching authored 2 months ago	553fd7ff
	<b><u>Add new feature to move any.piece anywhere</u></b> Subhan Saadat Khan authored 2 months ago	2fb38acf
	<b><u>Add method to remove piece from a position</u></b> Subhan Saadat Khan authored 2 months ago	6fce0cdc
	<b><u>Add code to capture gameBoard position when move action is valid</u></b> Subhan Saadat Khan authored 2 months ago	2d515bcf
	<b><u>Add methods in Display to swap piece position when move action is valid</u></b> Subhan Saadat Khan authored 2 months ago	3fe835c9
	<b><u>Add methods in Canvas to determine all pieces are on the gameBoard</u></b> Subhan Saadat Khan authored 2 months ago	cd4b6006
	<b><u>Implement Action Interface for every action that could take place</u></b> Subhan Saadat Khan authored 2 months ago	bdfdee0f
24 Apr, 2023 5 commits		
	<b><u>Fixed the processClick method in GameManager to change the player turn correctly.</u></b> Ong Li Ching authored 2 months ago	859e92e7
	<b><u>Updated processClick method in GameManager to set a piece onto a position clicked by the user</u></b> Ong Li Ching authored 2 months ago	218e228b

	<b><u>Added a method in GameManager that process the mouse click</u></b> Ong Li Ching authored 2 months ago	4f20b4df
	<b><u>Added a mouseListener to the canvas, and allow repaint components when a piece...</u></b> Ong Li Ching authored 2 months ago	23cc396b
	<b><u>Added methods in Canvas to draw a piece on a position on the board and added a...</u></b> Ong Li Ching authored 2 months ago	8c661a68
23 Apr, 2023 1 commit		
	<b><u>FIT3077 Assignment Sprint 2 Commit</u></b> yhow0004 authored 2 months ago	808679b8
20 Apr, 2023 2 commits		
	<b><u>Change the name of Entity class to GameManager and GameScreen class to Display.</u></b> Ong Li Ching authored 2 months ago	34277d0b
	<b><u>Added pieces on hand</u></b> abdullahakif7401 authored 2 months ago	05722467
18 Apr, 2023 1 commit		
	<b><u>Added components to display message to the player based on game state and...</u></b> Ong Li Ching authored 2 months ago	b2acec29
17 Apr, 2023 1 commit		
	<b><u>Add gameBoard to the UI</u></b> Subhan Saadat Khan authored 2 months ago	26b065d5
16 Apr, 2023 1 commit		
	<b><u>Initialize JFrame and ADD gameBoard images</u></b> Subhan Saadat Khan authored Apr 16, 2023	db4451fb
03 Apr, 2023 11 commits		
	<b><u>Adding Design Rationale and Justification for Domain Model</u></b> abdullahakif7401 authored Apr 03, 2023	efda449a
	<b><u>FIT3077 Assignment Sprint 1 Final Commit</u></b> yhow0004 authored Apr 03, 2023	06352823
	<b><u>Add Technology Stack and Justification</u></b> Subhan Saadat Khan authored Apr 03, 2023	55bb5641
	<b><u>Add Team Name and Team Photo</u></b> Subhan Saadat Khan authored Apr 03, 2023	88b92807
	<b><u>Merge remote-tracking branch 'origin/main'</u></b> abdullahakif7401 authored Apr 03, 2023	c6c49949
	<b><u>Added Team Membership Document</u></b> abdullahakif7401 authored Apr 03, 2023	197df732
	<b><u>Delete Contribution Log.pdf</u></b> skha0081 authored Apr 03, 2023	3d41b131
	<b><u>Add Contribution Log</u></b> Subhan Saadat Khan authored Apr 03, 2023	ba4d7b4b
	<b><u>Adding the Basic UI Design - Lo-Fi Prototyping</u></b> abdullahakif7401 authored Apr 03, 2023	58178bce
	<b><u>Meeting Minutes of our 3rd Meeting</u></b> abdullahakif7401 authored Apr 03, 2023	bce731d3
	<b><u>Add Meeting Minutes No. 2</u></b> Subhan Saadat Khan authored Apr 03, 2023	9d4cee92
02 Apr, 2023 2 commits		



	<b><u>Added diagram for Domain Model and Meeting Minutes No.1</u></b> <u>Ong Li Ching</u> authored Apr 03, 2023	4ecdce11
	<b><u>Added directory to place meeting minutes and basic architecture related files</u></b> <u>Ong Li Ching</u> authored Apr 03, 2023	1faf2ece
29 Mar, 2023 2 commits		
	<b><u>Complete user stories with advance requirements</u></b> <u>Subhan Saadat Khan</u> authored Mar 29, 2023	ff3acd4c
	<b><u>Complete user stories for basic requirements</u></b> <u>Ong Li Ching</u> authored Mar 29, 2023	5878c6dd
28 Mar, 2023 1 commit		
	<b><u>FIT3077 Assignment Commit No 2</u></b> <u>yhow0004</u> authored Mar 28, 2023	8645eeab
27 Mar, 2023 1 commit		
	<b><u>Added first 6 user stories</u></b> <u>abdullahakif7401</u> authored Mar 27, 2023	c4cbc98f