Group Report

Date: 09/16/19

# Module: 1

# Group Member(s): Jesse Watts, Robert Charity

# Name of Project: Streets of Malice

# Who Wrote Report: Robert Charity

# Responsibility Break Down:

Jesse programmed the arrays for the weapons, potions, items, etc. Robert created the methods to access the rooms and move around the rooms.

# What programming issue did you run into:

Nothing to report.

# How were they solved:

Most issues were minor and solved by testing the code.

# Any technics used that were not in the book:

N/A

# Suggestions:

N/A