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APCS Peck

Period 5

5/30/17

**Specification Change Log**

* We changed the testing portion of the specification because we found out JUnit testing is not compatible with Greenfoot. Instead, for the non-GUI associated methods, we made a separate tester class and used boolean testing to test those methods. **(talked with Peck)**
* We changed the gameplay: Ghosts now respawn immediately upon death. We found by playing that if they waited before respawning the game became too easy.