# Summary of what your mechanic / system is and does (1 paragraph)

# Requirements and specifications of your mechanic / system

# UML diagram of class / data structure showing class and data level design of the mechanic / system.

# Technical discussion into what you created and the techniques that you used to achieve them. This is where you describe what you did and HOW you did it. If you have used a technique that was NOT covered in the material I expect you to be able to explain it and its implementation to demonstrate your understanding of what you have done.

# Description of development process. Please explain your development process. Did you begin with a blueprint or go straight into C++? How did you decide what needed to be done in C++ / blueprint. This may link back into your UML diagram if there is a visual separation of class / blueprint functionality displayed in it. Note that this section may be brief if it was a straightforward approach.

# Conclusion: Provide information on any shortfalls of your application. This is in effect a reflection on your work. What went right what went wrong and why?

# References for any code or techniques incorporated in your application.