

A page (at most) explaining how your design accounts for - or would need to be adjusted for - possible future networking of the game - **Joliker**

A page (at most) explaining the use of patterns in your design, or where you would use patterns if you had more time - **Xincheng**

Unit Tests for 5 key domain classes, covering all methods. - **Shawon**

Complete the remaining requirements for the application - **Nelson**