Checklist for Assignment 2

Name	ABI MANYU
Game Title	**MatchMe!**
Classes (at least two)	circle.hpp,point.hpp

Implementation of Assessement Criteria

Item	Location		Remarks
	File	**Line Numbers**	**Remarks**
B1. Declaring and defining the class 1 (Class Name):			
• Attributes	`ball.hpp`	9-13	
• Constructor and desctrutor	`ball.hpp`	17-19	
• Accessors and mutators	`ball.hpp`	21-41	
• Display-related methods	`ball.hpp`	44-50	
• Action-related methods	`ball.hpp`	52-54	
B2. Declaring and defining the class 2 (Class Name):	`Point.hpp`		
Attributes	`Point.hpp`	7	
Constructor and desctrutor	`Point.hpp`	9	
Accessors and mutators	`Point.hpp`	11-17	
Display-related methods	`Point.hpp`	19	
C. Creating object(s) and letting the object(s) to perform their actions.	`Main_program.cpp`	23-74	The ball dropped from above 5 times with 5 different colors
D. Implementing the concept of **associations**	`Main_program.cpp`	23-27, (declare a pointer inside the ball class) 62-73 (make the ball disappear	I use the pointer class to link with the ball **Important notes:** *The ball which dropped from above are the one that we use to make a*

		when it hit the bottom and then repeating the actions)	*score, however I'm still unable to make it dropped with random selected color, but I already able to make it dropped each time with different color collectively.*