Team Athens

Work Distribution Plan

Michel – GUI

Design

View/Controller

Nick – Map

MapGenerator, TerrainItems, Map, 4 Terrain types

Building and subclasses

Issak and Everet – Agent

Agent and its subclasses

Artificial Intelligence

Interact

This is a rough breakdown of who will be working on what. We are all free to help each other finish our individual parts. Testing should be done on your part and then brought together as a whole.