1). Describe in detail all new and changed functionality your team intends to implement for project deliverable 2.

For the 2nd project deliverable, we will be working on the selection of a player functionality. This will involve the user being able to select two of the six players, from the player panel on the left, to play the game, in the field panel on the right. We are thinking about having radio buttons next to each player so the user can click the button to indicate what players they want in the game. The selected player's name or another characteristic will then appear in the individual player box.

We will also add different speed options for the user to select. The selected speed will determine how fast, or how slow the player boxes move. The user will be using the arrow buttons on the keyboard to control the players in the game. Our team will also implement a timer within the field panel to make the game more realistic and playable.

2). Describe how you will implement this functionality.

Implementing this new functionality will be easier now since we already have our MVC model created. For the player selection functionality, we will need to create a new method within our PlayerPanel to create the radio buttons. We will also need to have an action listener for these buttons in the controller class. If our group decides to add more players, we will then need to add more player data into the FootballPlayerData class that connects with the model.

Once a players' radio button is selected by the user, the player name will appear by a player in the center field panel. To implement this, we must have information flow between the PlayerPanel (view) and the FootballPlayerData (model). The controller will then "move" the data to the player box, that is located in CenterPanel.

3). Provide descriptions (or drawings of) any new user interface elements.

The user interface will be the same as our interface in the 1st project deliverable. In the previous deliverable, we created the interface and game field. In this deliverable, we will be working more on the functionality of the program.

4). Describe how you will test this functionality.

Our group will test this functionality by running the program to make sure the user can successfully select a players' radio button and the information appears in the game field. We will test the program to make sure the functionality is correct for the user and the program is working without error.

5). Describe the responsibilities of project team members in implementing this new functionality.

We will all attend the group meeting on Friday to work on the 2nd deliverable. We decided to collaborate and work together for this project, instead of giving specific tasks to each team member.

