

Workload

Patrick (10 hours)

Representation of the board (Board, BoardTile, Door, Room) - 4 hours

GameObjects (Weapon, Characters) - 1 hours

UI and user interaction (TextCluedoUI - 3 hours

Ben (10 hours)

Code that ran the game (Game) - 5 hours

All player information (Player, movement) - 3 hours

CluedoUI interface - 1 hour

The remaining time for both of us was spent on the planning diagrams and the Sequence diagram.