Design Documentation

Version	Date	Author(s)	Summary of Changes
0.1	29 Feb 2024	Royal Gok Lun Cheung	• Created templates for each subsection of the Design Documentation • Set up the confluence pages
0.2	03 Mar 2024	Ricardo Gabriel Veras	• Created wireframes for UI mockup of each screen the game entails • Wrote description under each wireframe section
0.3	03 Mar 2024	Royal Gok Lun Cheung	• Completed Patterns sections • Researched Design Patterns that we will use for the game
0.4	03 Mar 2024	ZIH YU Liao	• Wrote Development Environment and Summary
0.5	March 03, 2024	Ansh Gupta	• Updated and wrote Introduction and File Formats
0.6	04 Mar 2024	Ty William Bryson	• Created UML class diagram and wrote textual description for each class