Player
- Shot Decision
- Sonar Radar
- Relocate Choice

Collab.
- Board
- GM

Game Management
- Player Turn
- Win Loss Record
- Amount of Ships
- Check End Game

Collab.
- Board
- Player
- Comp. Ply.

Board
- Ship placement
- Check spot/validity
- Relocate
- Display Board
- Display Hit/Sunk

Collab.
- GM
- Player
- Comp. Ply.

Computer Player
- Shot Decision
- Store hits for next move

Collab
- Board
- GM

Event Zones
- Turn Trap*
- Extra Turn
- Map malfunction*

Collab.
- Board
- GM

Features
- Sonar Radar ✓
- Player Stats ✓
- Relocate ✓
- Event Zones ✓

* Turn Trap – Player loses turn

* Map Malfunction – Player can't see markers on next turn

Group Contract

Team contract for __Team 20__ (your team name)

Monday 7:00 - 8:30
Tues.   3:30 - 5:00

- We agree that we will participate actively in this class project.
- We agree to consistently meet at _____ (time and day(s)) each week for the duration of the final project. [minimum 2 hours a week].
- We agree that we will do actual pair-programming and that we will switch partners regularly during those meeting times.
- We agree that we will respond to e-mail/calls/ etc from our team members and the staff within __24__ hours.
- We agree that we will post our progress frequently on our GitHub wiki.
- We agree that we will seek help from the staff and not wait until the last minute before the assignment is due.
- ... include additional clauses for your team ...

Vanessa Roy

Priscila Trevino

Coding Standard For Project
- Proper Indentation
- Comments explaining functionality
- Commits to proper branches for review
- Detailed git commit messages
- Consistent function/variable naming and format

Roles
Sal - Reviewer
Joe - Author
Vanessa - Moderator
Priscilla - Scribe