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Specification update

Many things changed in our project; We removed having friendly AI, we changed the layout so it’s more pac-man style layout with instant frame updates, kept swords and armor, added health items, and the enemies are moving Ghosts and 1 unmoving Boss. Most of our project was spent repurposing the code we got from Stephen Johnson. Our UMLs are in the PDF in GitHub (the 5 in one UML all have the same functions, but interact with the Character differently).