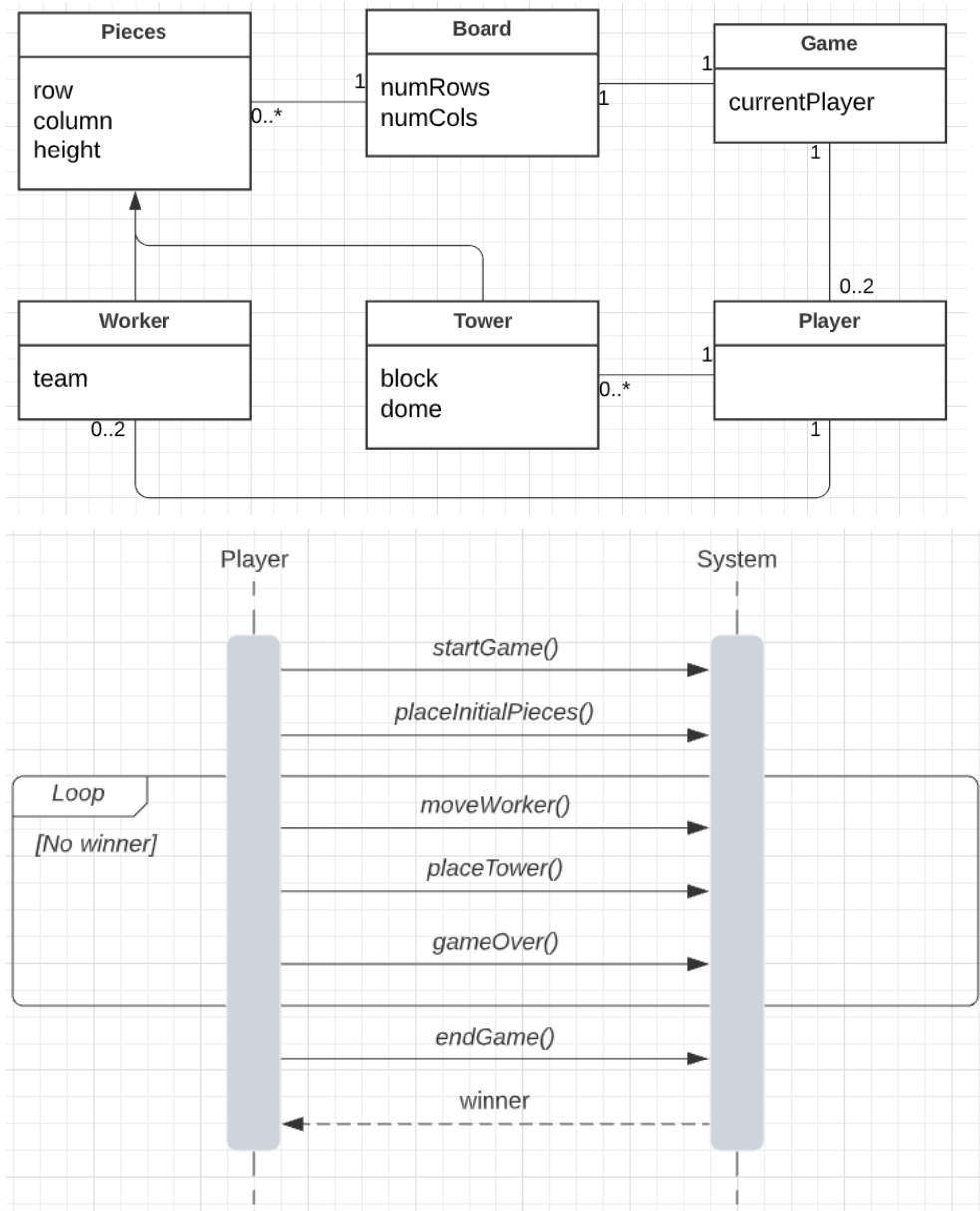


Steven Zhang

Iteration 0 - Initial design

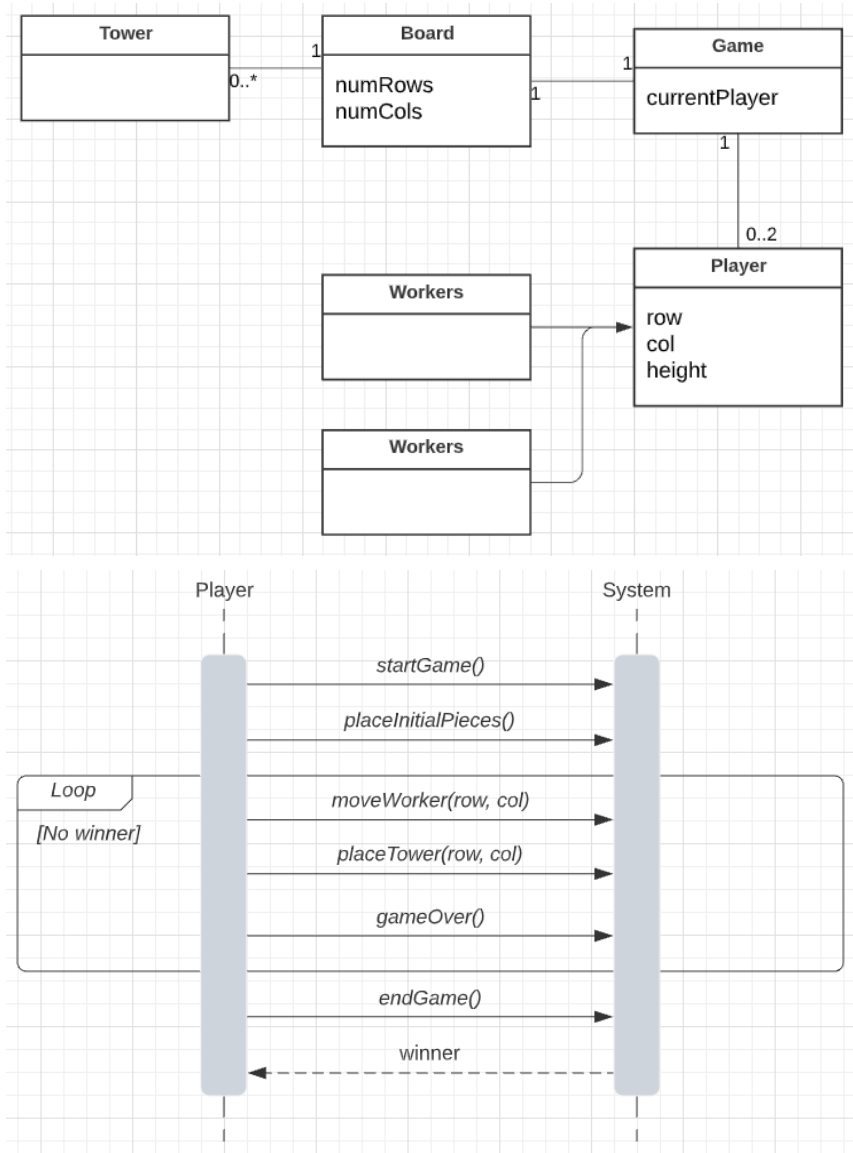


Note: My initial design at each iteration is the iteration before it. So Iteration 0 is my initial design for Iteration 1 and Iteration 1 is my initial design for Iteration 2.

Iteration 1 - After one peer review

1) Peer Reviewer: Alex Barrios

2) Please see Iteration 0

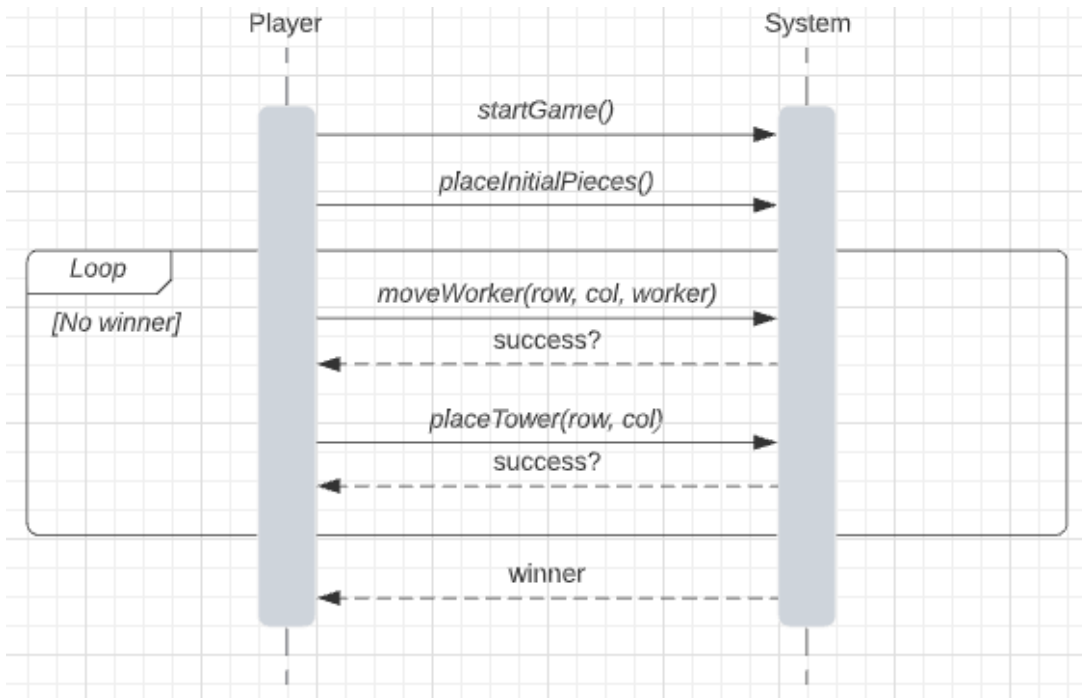
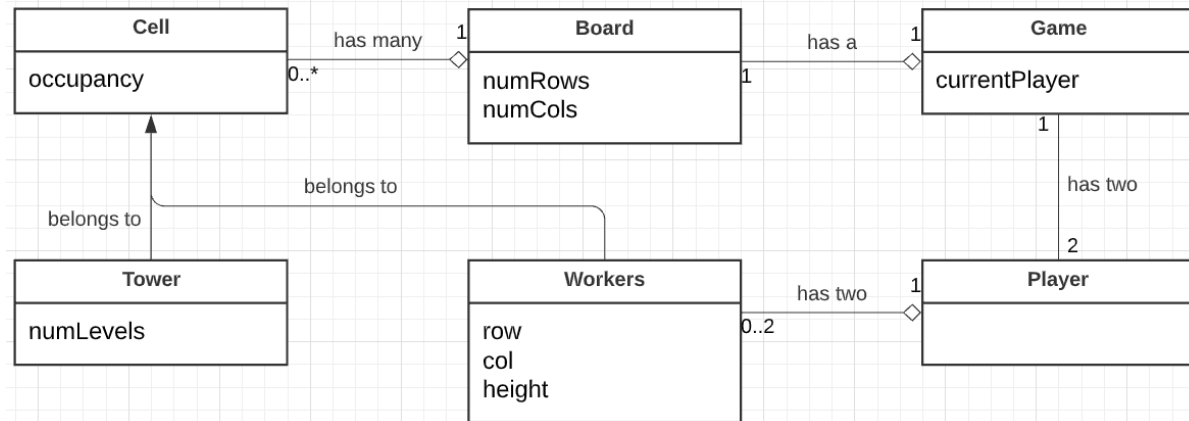


3) Domain Model: Alex suggested that I remove my Pieces entity since I only need to keep track of where the workers are, not the towers. Instead I should have two workers for the Player entity that have a row, col, and height so that I can keep track of where the two workers per player are. I also don't necessarily need to keep track of whether a tower is domed but the height of a cell ($\text{height} > 3$) will indicate if it is domed or not. System Sequence: Alex suggested that I add inputs for my parameters.

Iteration 2 - After two peer reviews

1) Peer Reviewer: Grace Cui

2) Please see Iteration 1



3) Domain Model: Grace suggested I can have a cell entity that keeps track of whether or not it's being occupied by a worker. Also I was suggested to keep workers as one entity and the workers have a row, col, and height attribute instead of the player which makes more sense and is closer to how the game actually works. Lastly, I had to add some relations (belongs to, has many, etc.) to my domain model.

System Sequence: Grace mentioned that I don't need `gameOver()` and `endGame()` since these are not something the player should interact with (the player does not call `gameOver` and `endGame`). Additionally, I added "success?" because some inputs may not actually result in a success like illegal moves. Lastly, I added `worker` to `moveWorker` since each player has two workers so this clarifies which one they are referring to.