Front Cover:

CPE200: Proj: CARIN:

Group: Yukon Gold:

Overview Document

Overview Document:

Design:

# View and Controller of the game:

//gameplay like preview from figma

//Including almost all of the art concept and design.

//Virus and AB designs.

//Grid and background design

//UI art design

//Including controller and its placement.

//speed controller

//zoom controller

//Meaning a selection of small area out of all view

//AB controller

//Including spawn and relocating AB.

# Class Hierarchy Diagram:

//All class in uses into “readable” diagram.

# Architecture:

//identify important our classes, packages, components (List all classes, packages, components)

//show how classes are composed and interact to accomplish goals (show how all of “cogs” work)

//present key interfaces provided by classes, and design patterns in used (list important method of classes and explain why we choose that design patterns)

//Explain any? rep invariants maintained by classes

# Code design:

//Describe data structures that will be used

//Discuss any tradeoffs

# Tools:

//Describe any tools have or plan to uses

# Git repository:

//Screenshot

Overview Document:

Testing plan:

// will our tests cases have enough coverage both in input and code fields.

Overview Document:

Work Plan:

// Explain how we divided our work

// Order of develop project component