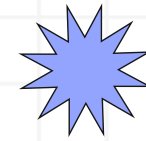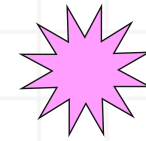# WILL HERO
GAME
GROUP 127
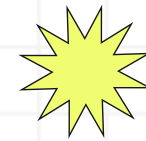## UTTKARSH SINGH
SHUBHANG DVIVEDI
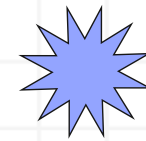
Design and implementation

- We created the UML diagram and use case diagram for a convenient implementation
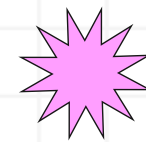
- We designed the elements in scene builder along with the scenes and other pages.

- We created classes for game objects and other required elements.
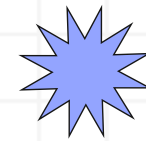
- We created the animation for the objects and how they would react to each other and input.

- We created options for saving and resuming the game and resurrection the hero in a game.

Work distribution

Uttkarsh – controller classes, UML part. fxml

Shubhang – rest of the classes, interaction between the classes, initialization, fxml

Work was distributed EQUALLY between both the team members and both have equal participation in the project.