

Comp 361 - First Deliverable

Short (3 or 4 pages) document with the following

- The name of the team members.

- How work will be tentatively broken down (with initial timetable).

- What technology do you plan to use.

- Any changes you plan to make to the game or the rules.

- A simple UML diagram describing the main data structures of the game.

- Two drawings illustrating what Phase 1 and Phase 3 of the game might look like.

The grading will be based on completeness

- All the basic game components should be in the class diagram.

- The illustration should allow me to understand how to execute the basic actions of the game.

Due January the 30th, in class

Late policy:

- Max grade is reduced by 20% per day late.

- Hand in only by email only if late.