

# CSSE 220

Project Workday

# Reminders

1. Use your UML design when you code!
  - That's why you did it!
2. ...but DON'T let it dictate the order that you code
  - Instead always do the next thing you can TEST.
  - Start with a Level then a Hero and whatever you need to make them display.
  - There is ZERO benefit to creating empty Monster classes at this point!

Work time

*Be sure everyone is getting a chance to drive.*

# **TEAM PROJECT**