**Unit 41 – Java
Assignment 2 – Help**

**Structure of Assignment**

This section is to be done as if before you have created your program:

* Brief introduction to what you intend to create.
* Pseudocode – Text based form of programming (See handout).
* Drawing (Digital or hand) of the visuals for the intended program.
* Explain what the process and sequence for the game is and the features you are including.
* Define relationships between the games objects and produce a suitable diagram to illustrate this.

This section to be written when the program is finished.

* Printout of your code (With lots of comments on what’s happening).
* Testing – Create a test plan (table) comparing actual results vs intended results. Include at least one error (Preferably more) that you’ve had with the program.
* Self and peer review of the program. What do you like, dislike and how could the program be improved.
* User Guide – How do you run and use the program.
* Technical guide – How can someone else simply change the code to effect timers, graphics etc.
* Conclusion(Sum everything up including how you feel the design and creation went)