Tasks

Tasks	Stories	Related Documents/Notes
☒1 Collect examples of more complicated competition structures	S1	The document named `Examples_CompetitionStructures`
☒2 Create a design that can accommodate the more complicated competition structures	S1	The UML class diagram. The specifications for the `Score` interface and the `AbstractScore`, `LeafScore`, and `CompositeScore` classes
☐3 Implement the `Score` interface	S1	
☐4 Copy the `compareTo()` and `toString()` methods from the old `Score` class to the new `AbstractScore` class	S1	
☐5 Implement the core capabilities of the `LeafScore` class	S1	
☐6 Create unit tests for the `LeafScore` class	S1	
☐7 Test and debug the `LeafScore` class	S1	
☐8 Implement the `CompositeScore` class	S1	
☐9 Create unit tests for the `CompositeScore` class	S1	
☐10 Test and debug the `CompositeScore` class	S1	
☐11 Run systems tests (and debug if necessary)	S1	