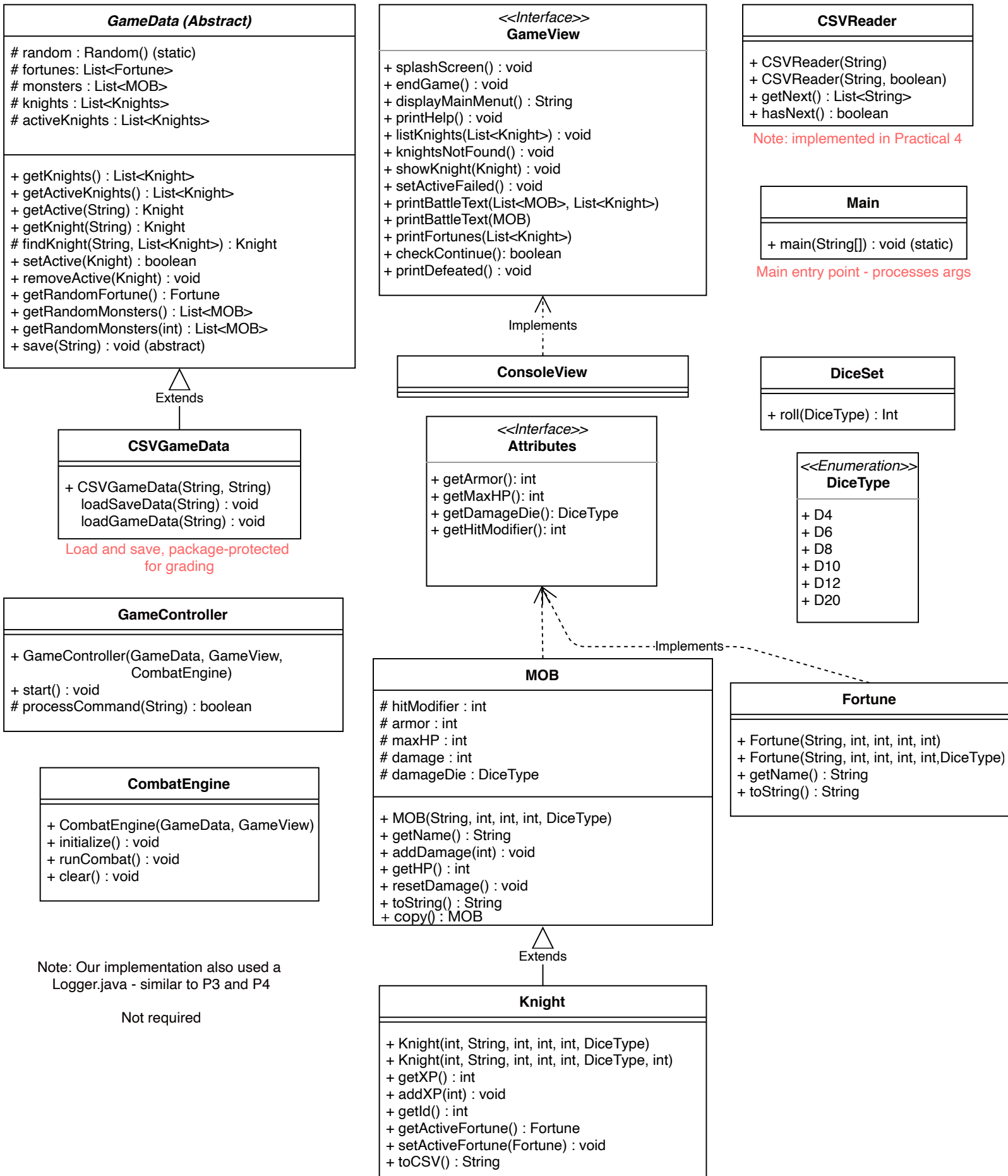


Practical 5: Knight Fight Revamp Project - UML



Note: Our implementation also used a Logger.java - similar to P3 and P4

Not required