# Questions

1. Was your Feature Plan adequate?
   1. As a team, we believe that our feature plan was adequate. We planned together as a group the ways that we should tackle this. Our first step was to go through the assignment, document every feature as well as requirement in the rubric, and create a rough sheet for what we needed to work on. Here was where we discovered all the different implementations we needed and really got to discover what was asked of us. After we compiled every task into a document with a proper naming convention, we examined what we needed to tackle first and the order of it all. We found that we organized our schedule into this order, island shape, elevation, assigning lakes, aquifers, rivers, completing moisture and soil absorption, and finally implementing biomes and Whitaker diagrams. This gave us a clear cut into what our process will be and how we should tackle it. Once we looked to see how each task met our schedule, we clearly created a timeline for us to complete our work. This left us with a finished product that we did well on.
2. What were the challenges in this assignment?
   1. The challenges that we faced were using the new code that was provided and completed. Our old code was good and created meshes. However, it was a but behind with some process that were going to be used. We could have used it, but we wanted to use a complete and error free code that was provided. This meant we needed to implement some of the code from the repo into our code. Overall, it was difficult to understand this new code and get it working in the ways that we wanted. Furthermore, creating and designing how the rivers flows was complicated for us. We first created elevation but added it to our polygon as a characteristic. We realized once we created this elation style, it ended up not work with flow too well. We decided that we had to scrap this idea and change elevation to be on the segment edges instead. Failing early and facing challenges like this were good as it ended up making our design much better.
3. How does your code respect the SOLID principles? Illustrate your answer with a class  
   diagram representing a global overview of your project.
4. Which GRASP patterns have you used when attributing responsibilities?
5. Which GoF design patterns have you used?
6. How did you design your test suite?
7. Using a sequence diagram, illustrate the island-building mechanism.