Jacob:

* Researched certain aspects of our refuge such as animals and plants. All team members did this as a research task.
* Created a snowshoe hare object before current model was created.
* Created a mockup of the welcome page using Visual Studio 2017.
* Created a script they could run and it would automatically install all dependencies and run the code if a user wanted to run our code via Powershell on Windows.
* Helped update the user interface to Material-UI by updating our Menu Bar and by adding two buttons: add or remove.
* Linked the remove function to the remove button.
* Calculated and coded the distance between objects.
* Investigated examples of Observer and Mediator designed patterns. Only the observer pattern was applied as mediator was not needed.
* Created individual grasses for the hare to eat randomly within a certain range.
* Made the hares hide under a tree when they see a hawk.

Enos:

Andrew:

Tong:

Maxwell: