

Biquadrads

Section 1:

Planning Stage: Workflow Process

Chronological Program of Action:

Naturally, we begin by designing an elementary test suite and laying out the code skeleton.

1.

2.

3.

Section 2: Schedule

Task Allocations & Assignments

Task	Person	Description/More Notes	Due
Stage 1 - Planning			
			Nov 18
			Nov 19
Stage 2 - Project Essentials			
			Nov 22
			Nov 25
Essential Classes, Unit Tests	Anthony Loyer		

Nov 26

Stage 3 - Further Improvements (Non-Bonus)

Nov 27

Nov 27

Nov 27

Nov 28

Stage 4 - Bonus (Time-Permitting & Tentative)

Nov 29

Section 3: Discussion of our Overall UML & Solid OO Design

General Description of UML and Code Workflow

Section 4: Discussion of the 4 Essential Guiding Questions

Note, that while answers are segmented per each question, their discussions have been done in a fluid manner such that all object-oriented design elements are discussed throughout.

Question 1) (Abbreviated) “How could you design your system to allow generated blocks to disappear if not cleared before 10 blocks [falling afterwards]? Could the generation of such blocks be easily confined to more advanced levels?”

Question 2) “How could you design your program to accommodate the possibility of introducing additional levels into the system, with minimum recompilation?”

Question 3) “How could you design your program to allow for multiple effects to applied simultaneously? What if we invented more kinds of effects? Can you prevent your program from having one else-branch for every possible combination?”

Question 4: (Abbreviated) “How could you [...] accommodate the addition of new command[s], or changes to [them], ... to support a user renam[ing] existing commands, [and to] support a “macro” language to give name[s] to [command] sequences?”

Section 5:

Concluding Remarks