

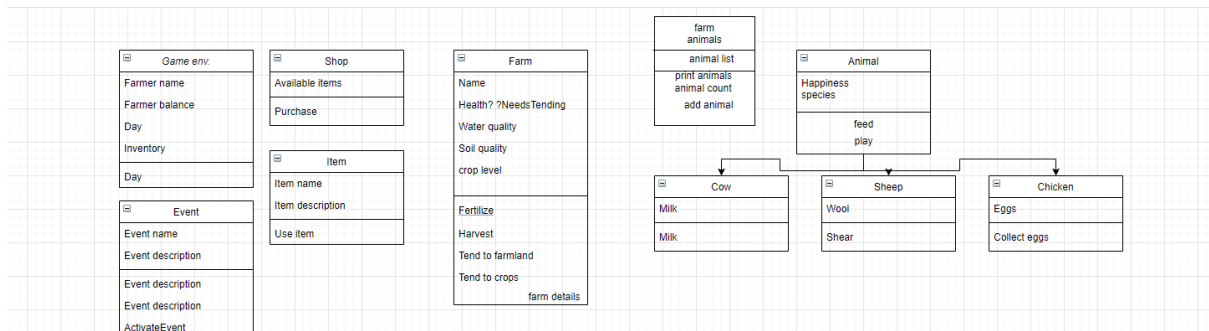
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## Farm simulator game

### Structure

#### Inheritance

We used base classes for Items, Farms and Animals. Farms we simply configured through it's constructor, while Animals and Items inherited from the base class.



### Unit testing

Testing was done on the GameEnv class. Most testing was done from within the GUI.

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### Thoughts and feedback

Due date snuck up, thought it was next week. Next time better time management would be good. Also a plan up front as to what we want to achieve by what date, rather than just setting goals the the next week during the week leading up to it. Communication was good and we both learnt a lot! Git was challenging to work with... lots of merge conflicts.

Followed Maven project structuring, although weren't sure where to place Gui.java. Didn't use maven asides from just copying the "best practice" directory structure. It was ok.

Times:

Ayub: 20 hours

Johan: 10 hours

Contribution split: 60/40, Johan 40%, Ayub 60%