**Closing of work**

**Synthesis**

This project allowed us to review object-oriented Java programming and design patterns.

**Technical assessment**

We couldn’t do all the tasks that were specified. Considering the big project and the time we had, we did all the most useful and essential tasks, ignoring some tasks that took a lot of time for a little interest.

**Problems encountered**

The biggest problem we have encountered is accents in UTF-8. Indeed, David was working on Eclipse software on Windows while Joe was working on Intellij Idea software on Linux. As a result, we were very cautious throughout the project in order to have code with badly encoded accents.

**Differences with forecasts**

The project took a little longer than expected because we underestimated how much time should be spent on the main part (execution of the code). Indeed, the time management and all the possibilities we offer to the user take a lot of time to code.

**Improvement measures**

To improve our application, we could do the tasks we didn’t do in order to complete the project completely. Moreover, it’s always possible to improve by learning about the real behavior of each animal in order to make a realistic simulation.