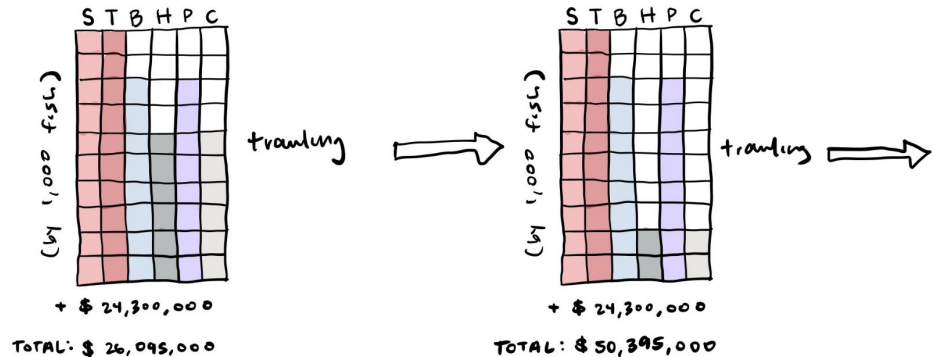
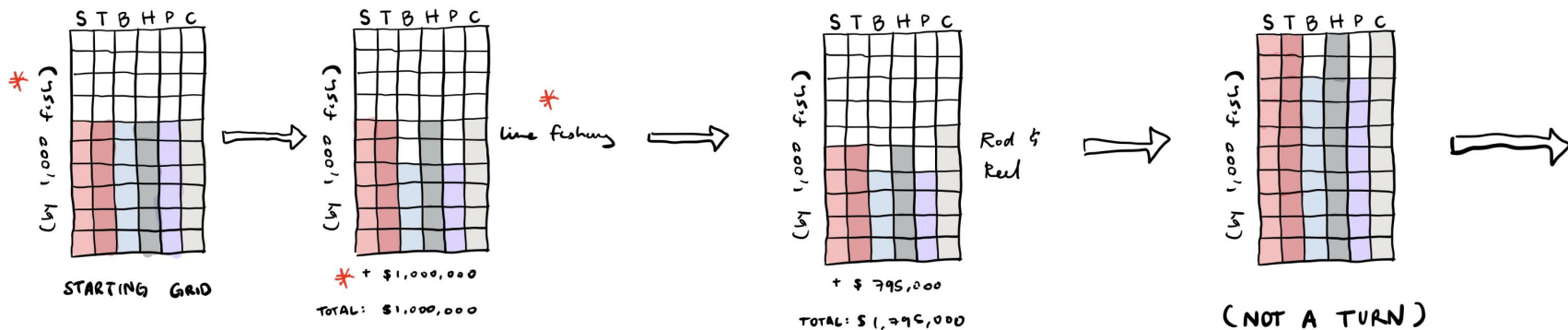


Project 3 Milestone C

Preliminary Game Presentation for
Fishing Frenzy

By: Dawson H, Anders C, Will Z, Ren C, Mason C

Revised Timeline



LOSE.

throw off ecosystem
w/ trawling methods. not
enough halibut & cod.



BACKLOG of our Scrum Right After Milestone B

- Added a flat reproduction rate for fish
- Calculation of company profit
- Incorporated other fishing methods
- Added additional operators for other fishing methods/fishing for specific types of fish
- Implemented a Fish class for attributes of each type of fish species



BACKLOG of our SCRUM at Milestone C

- Discussed how our Visualization will look
- Brainstormed and decided some algorithms being implemented in our game, like other methods of fish population growth, etc.
- Special events (such as potential natural disasters, etc.)
- Fish bycatch algorithm
- Potential changes to fish prices
- Potential changes to fish populations
- Implementation of additional game states that are not yet reachable
- Possible addition of one more surprise fishing method