CS:3210 Course Project

Weekly Progress Report

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**What have you done on the project so far?**

I set up the general structure of the project by defining classes for each type of space on the grid. In addition, I added basic file reading capabilities from constant file paths. Finally, I created basic initialization code for each grid space.

**What are you currently working on?**

I am planning on redoing the structure of the project in general. I realized later that the way I have it set up, moving animals will be tedious and computationally expensive. Moreover, spaces won’t be able to hold animals and plants that have yet to regrow after being eaten. Once I get that done, I’ll work on implementing the actual logic of an iteration of the game. I/O is the last thing I’ll tackle.

**Are there any issues/unsolved errors you’re currently trying to debug?**

My issues are twofold, but neither is a C++ issue. Indeed, each issue is conceptual. Firstly, my project structure is flawed (as explained above), so I will have to redo much of what I have already. Secondly, I am unclear as to how specifically the command line interface should function. For instance, should the user pass a file path to std::cin once the program is running or will the contents of each configuration file be passed as command line arguments to main()? I think it would be helpful to have a demo in class of a finished project with the user interface properly implemented. Overall, I just need to work more and fix some old stuff. I don’t have any major issues that I’ve spent hours debugging. This past week, I’ve spent lots of time preparing for the robotics competition that I’m attending (the reason I missed class on Wednesday evening). Next week, I should have significantly more time to make lots of progress on the project.