CS:3210 Course Project

Weekly Progress Report

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<https://github.com/DominicRutkowski/cs3210-course-project>

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

I completely redid the data structures for storing the “game” state. I realized that the way I had structured my data before would not allow an animal to occupy a cell in which a plant could regrow, so I threw it out and restarted. One major thing I changed was I began to use smart pointers and move semantics. In addition, I have some basic file reading mechanisms for testing, but they will be replaced later on by something more robust.

**What are you currently working on?**

My next goal is to add proper file parsing to make testing easier. I have a very tiny start on this, but I still have quite a way to go. In addition, I would like to start devising an algorithm for how animals will choose where to move on a given turn. I need to figure out how to weigh multiple factors i.e. predators, prey, mates.

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

Currently my code compiles but doesn’t do anything meaningful. I hope to have it sort of functioning by next week so that it can actually do something substantive. I don’t really have any major debugging errors right now, however.