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?**

The project now has some substance. While iterations don’t actually do anything yet, my project has lots of progress compared to last week. I feel like I got a lot more done for this progress update than for prior ones. Specifically, now my project has a basic command line interface for the user. So, a user can now interact with the project and see what is actually going on. In addition, the project can now parse the map and species config files completely. This means that the grid initialization works properly, and I can start work on the actual iteration logic this coming week.

**What are you currently working on?**

Having just finished a basic CLI and file parsing, my next goal is to work on the actual logic behind each iteration of the simulation. I already have an idea for how it will work. I set up the project in such a way that animals will be moved around by transferring ownership of each animal object to a different std::unique\_ptr. I hope to have most of if not all the iteration logic done by next week so I will be able to work on some of the project extensions during the final week.

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

Nope- everything is going well. I am flying back from Boston the morning after writing this, so I will be able to get more done next week.