Game of Life Project Documentation

Programutvikling (ITPE1600/DATS1600)  
Høgskolen I Oslo og Akershus, Oslo 2016/2017

# General information

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We have tried absorbing and using the terms (variable/method names) we have read in professional literature (eg. parallelLevel) to get accustomed to understanding what they are.

# Use of Git

Team members have used Git throughout the project development, with Issues and Pull Requests defining the direction of the project at all times. This has been extremely beneficial, as we could easily set deadlines and distribute the workload according to skill and knowledge.

# Use of TODO comments

We have used TODO regularly whilst developing the project, mostly as personal reminders while we were working on our issues. For long-term TODOs (post-project completion), we have implemented a TODO\_DTL (TODO\_DownTheLine) solution. These TODO\_DTLs will be present in the final project, and should be viewed as “this would be our next move if we were to continue the project”.