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INST326

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Wolves and Sheep Project Update #3

Below are some bullet points to address the concerns raised in the project update 2 feedback.

* Our “main” program is on Github under “project\_simulation.py”.
* We are providing everything as a zip file.

1. Your status update (Update2.doc for week 2) - provided numbered sections with bullet lists for each of:

What you have done since last report:

* Marisa has worked on bullet point #10 on Slack. This declares a maximum sheep population variable at 7 and implements code to increment a running count of current sheep objects.
* Brandon has worked on bullet point #12 on Slack. This creates a relationship of movement between the “leader” sheep and the dog. The dog should in theory stay close to the flock and protect it.
* Colin has worked on bullet point #14 on Slack. This will either display buttons on a window for the user to click regarding ending the simulation, or it will display input statements for the user to enter “Quit”.
* Jasmine has worked on bullet points #11, 13, and 15. In her own words… “I have been working on #11 and #13 and #15 there has been great progress. For number #11 I extended the code along with #13. I started working on #15 and I have the first have and I am working to complete the second. I touched on these just to figure and see how I can get atleast some of them running and working.”

What you plan to do for next week:

* Get to a point with the master chain of code so that we can start implementing the code from the bullet points above into project\_simulation.py

Roadblocks, problems, challenges, and questions:

* When we implement all of the branches of code into the master file we will surely need to tweak the existing code to make room for all the new updates.
* The updates themselves will likely need to be changed.

2. A snapshot of all project files - code, docs, resources, links to Google docs, Github, etc.

<https://github.com/INST326WolvesVsSheepSimulationProject/Project-Files>