Jared Hill – 1660477

Etude 6 – For Sale project diary

- Chose team name: Team Hill
- Created new class that implements the strategy interface
- Formulated a basic strategy for the bid() method
    - if you dont have enough money to win the bid drop out
    - if card difference is low, drop out (not worth wasting money if outcome is similar)
    - if max card is lower than highest bid, drop out
    - if max card is higher than highest bid, bid one higher than previous bid, to spend as little as possible
- Wrote first attempt of code for the bid() method.
- Formulated a basic strategy for the chooseCard() method
    - if highest currency card exceeds value of highest property, play highest property
    - if highest currency card is less than highest property, but still quite high, play mid range property
    - if highest currency card is between value of highest and lowest properties, play mid value property
- // if highest currency card is less than both highest and lowest properties, play lowest property
    - if the difference between cards is small, play lowest property
- Wrote first attempt of code for the chooseCard() method
- Now both methods are implemented, I tested it against other players
- Debugged the issues:
    - wasn't ever bidding
    - minor array index out of bounds problem
    - there were a few variable names I had mixed up
- Worked the next time around.
- Typed up report.