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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.