

This is why I commit to Python and rely on it to help me succeed.

EECS 393

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After discussion, we believe that we will primarily use Python as our coding language for the project due to the efficiency, availability of existing libraries, and ease of use of the language. Both team members have prior experience utilizing the language and feel comfortable working with it throughout the quarter (barring difficulties we come across).

I: Support on lab machines

Python is widely supported on many systems including Unix and should be supported on the lab machines.

II: Support for UNIX-style STDIN, standard I/O and TCP/IP sockets

Python includes support for all of these through the standard library.

III: Modular Programming

Python maintains support for packages, libraries, etc. and should be easily importable.

IV: Reading and writing JSON

Python allows for the ability to read and write JSON through its standard library.

V: Loading code dynamically

Python allows for dynamic imports and loading through many means, such as the magic `__import__` method, `imp`, and more.

VI: Automatic unit testing and test coverage

Python has a framework called *unittest* that can be imported to allow for unit testing of our game, allowing us to ensure that our methods function properly.

VII: IDE with support for exploratory programming

Python has excellent IDE support. We would be using PyCharm (a dedicated Python IDE) to ensure greatest support for exploratory programming.

With all this considered and our general mutual comfortability with the language, we believe (at least at this point) that Python should function fine for creating this game throughout the quarter, and will be our initial starting point for our language of choice.