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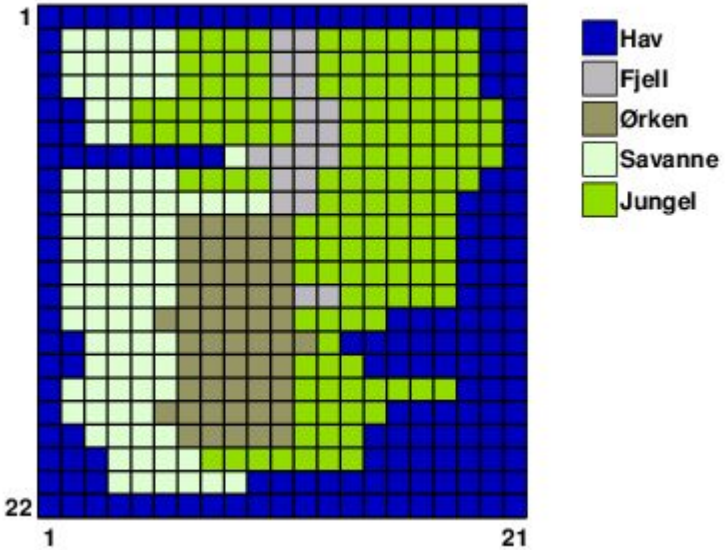
Some hints and directions for simulating Rossumøya



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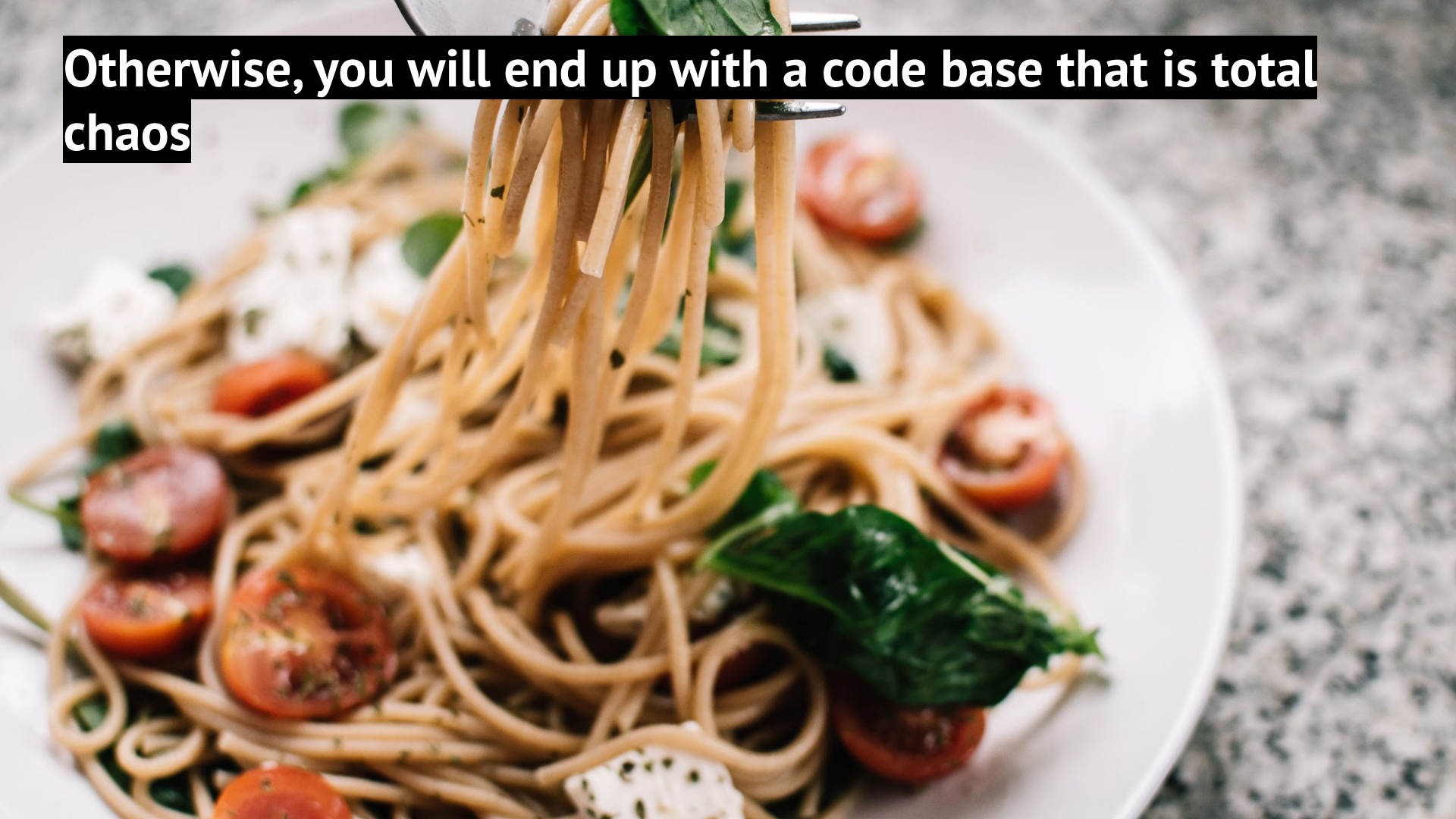
You have not encountered a programming project of this complexity before


It is therefore more important than than ever that you plan your codebase thoroughly


Otherwise, you will end up with a code base that is total chaos

You should plan every class in the simulation before you start coding

Here are some questions you should ask yourself today

- Which classes do we need?
- Which class does what in the simulation?
- What methods do they implement?

- Can we generalise the classes so they inherit from a common parent?
- Does it make sense for our classes to do what we plan for them?
  - I.e. should the animal decide where to move or should the landscape cells move the animals?

Here are some questions you should NOT ask yourself today

- Will our current idea be the fastest?
- Is it the most elegant solution?
- What cool extra features should we add?

Remember what you have learned about test driven development

If you use test driven development, you are forced to think about your interface before implementing it


You should also remember what we have learned about pair programming