

## Final Project Strategy Planning Document

By part I our ideal functionality will include mostly logic and less GUI:

Using TDD,

- successful creation of any search team and that said team is created at intended location with speed and initial direction
- manual update of the dogTeam
- correct hypothesis of hiking and helicopter team locations (based on speed and direction)
- manual update of hiking and helicopter teams (correction, etc.)
  - this includes re-hypothesizing the path between last known location and updated location
- topographic map read in and displayed beneath grid

By part II our ideal functionality will include:

Again using TDD,

GUI things including

- every type of search team's unique icon appears at their current locations
  - all searched areas highlighted in green
  - Every instance of search team, when created, has a name to identify that search team which is displayed with their icon
  - control panels that allow creation of search teams
- to be implemented in a more user-friendly way instead of control panel:
- be able to click on icon of team to enter and update location and direction

extras:

- be able to delete a search team?
- consider save/load prior searches? (extra credit)