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1.1 Scope

1. **Introduction**

The Sask Wildlife Federation wishes to study the life cycle of animals in a certain habitat in Saskatchewan. They would like a software model that simulates the food chain of animals in that habitat (Picture of all animals attached). Each animal in the simulation will behave like simplified versions of their real-life counterparts.

* 1. **Scope**

Create a food chain simulation of a specific habitat in Saskatchewan. The simulation will consist of flora and fauna. If an animal occupies the same tile as something it eats, that thing is eaten.

* 1. **Related Documents**

-Class Diagram

-Stub coding

-Image of food chain

* 1. **External Requirements**

1. The habitat must be user defined
   1. **Internal Requirements**

* 1. **Design issues**

1. List unknowns
2. **Internal Design**

See related documents.

* 1. **Data Flows**

Sequence Diagrams

1. **Unit Test Strategy**

Test if flora is eaten by only appropriate animals

Test if all animal relationships work (ie. Deer eats grass, eaten by wolf, etc.)

Test that all animals can move into all squares and already occupied squares specifically

1. **Additional Information**

1. **References**

**-**LabAssignment.pdf

1. **Acronyms**