Jacob:

• Researched certain aspects of our refuge such as animals and plants. All team members did this as a research task.

• Created a snowshoe hare object before current model was created.

• Created a mockup of the welcome page using Visual Studio 2017.

• Created a script they could run and it would automatically install all dependencies and run the code if a user wanted to run our code via Powershell on Windows.

• Helped update the user interface to Material-UI by updating our Menu Bar and by adding two buttons: add or remove.

• Linked the remove function to the remove button.

• Calculated and coded the distance between objects.

• Investigated examples of Observer and Mediator designed patterns. Only the observer pattern was applied as mediator was not needed.

• Created individual grasses for the hare to eat randomly within a certain range.

• Made the hares hide under a tree when they see a hawk.

Enos:

Andrew:

Tong:

• Researched certain aspects of our refuge such as animals and plants. All team members did this as a research task.

• Created alternative mockup for various scenes; such as adding trees, hawks, and hares

• Added distinctive models to simulation; such as tree shape for tree, rather than all cubes.

• Added animation to hawks

• Added function to add button; so that, users can add add model to simulation

• Implement tree’s behaviors; such as titled, changing colors and die as part of tree life cycle

• Implement hawks hunting hares, such as a hawk would follow a hare until the hare is captured.

• Implement user interface for display time

Maxwell: