

Given the small number of project requirements, basic functionality, and the existence of several object oriented concepts, we will be proceeding on design using an object oriented pattern like the one described in the shaw paper.

This will give us the flexibility to encapsulate each portion of the project requirements into specific classes and allow for communication between those classes to update and keep track of the separate components, EG, the rover, the rover's position / heading, the movement of the rover, and the GUI.