

Alex Lostak
Jonah Harris
Project Four Team Plan

Task Assignments:

Alex Lostak:

1. Stage One
 - a. Critter Collection
 - b. worldTimeStep()
 - c. View Component
 - d. Quit
 - e. Show
 - f. Step
 - g. Make
2. Stage Two
 - a. Encounters
 - b. Seed
3. Stage Three
 - a. Fighting
 - b. Encounters continued
 - c. Make

Jonah Harris:

1. Stage One:
 - a. Critter Collection
 - b. Walk
2. Stage Two:
 - a. Run
 - b. Reproducing critters
 - c. Algae Subclass
 - d. TestCritter Subclass
3. Stage Three:
 - a. Preventing moving twice in time step
 - b. Invoking walk and run in fight
 - c. Stats

The Attack Plan:

Project four was distributed in a way so that both Alex and Jonah could become experts in a certain part of the project and how it functions. Alex' expertise lay in how the world worked and how it handled situations while Jonah's expertise was in how Critters worked and interacted in the world. This lead to Alex handling functions like encounters and the world time step while Jonah implemented Walk, Run and Reproduction. This was an even split in both work load and complexity, leaving plenty of problems to solve for both partners. This split lead into the controller of the program. Alex implemented DisplayWorld(), step, and the functions that worked with implementing how that worked while Jonah worked on Critter specific functions like stats. Overall the program was tackled in an efficient and even way and lead to a

successful completion of the assignment. Together we spent about 12-16 hours coding side by side and a few hours separately implementing functions under their duties as well as testing the program overall for errors.