

Names

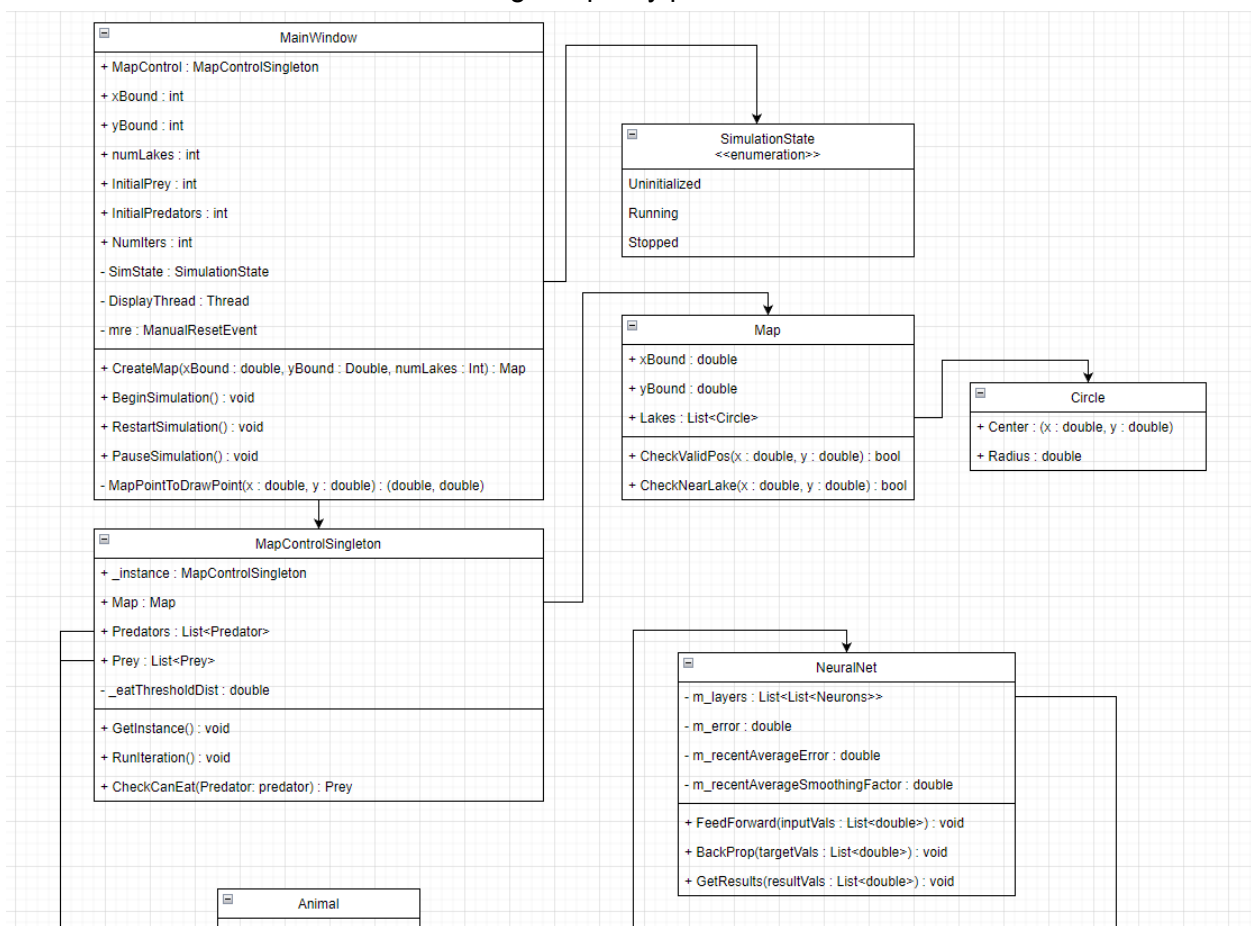
1. Kevin Ash and Parker Banks
2. GitHub repo: <https://github.com/ashkevin22/EvolutionSim>

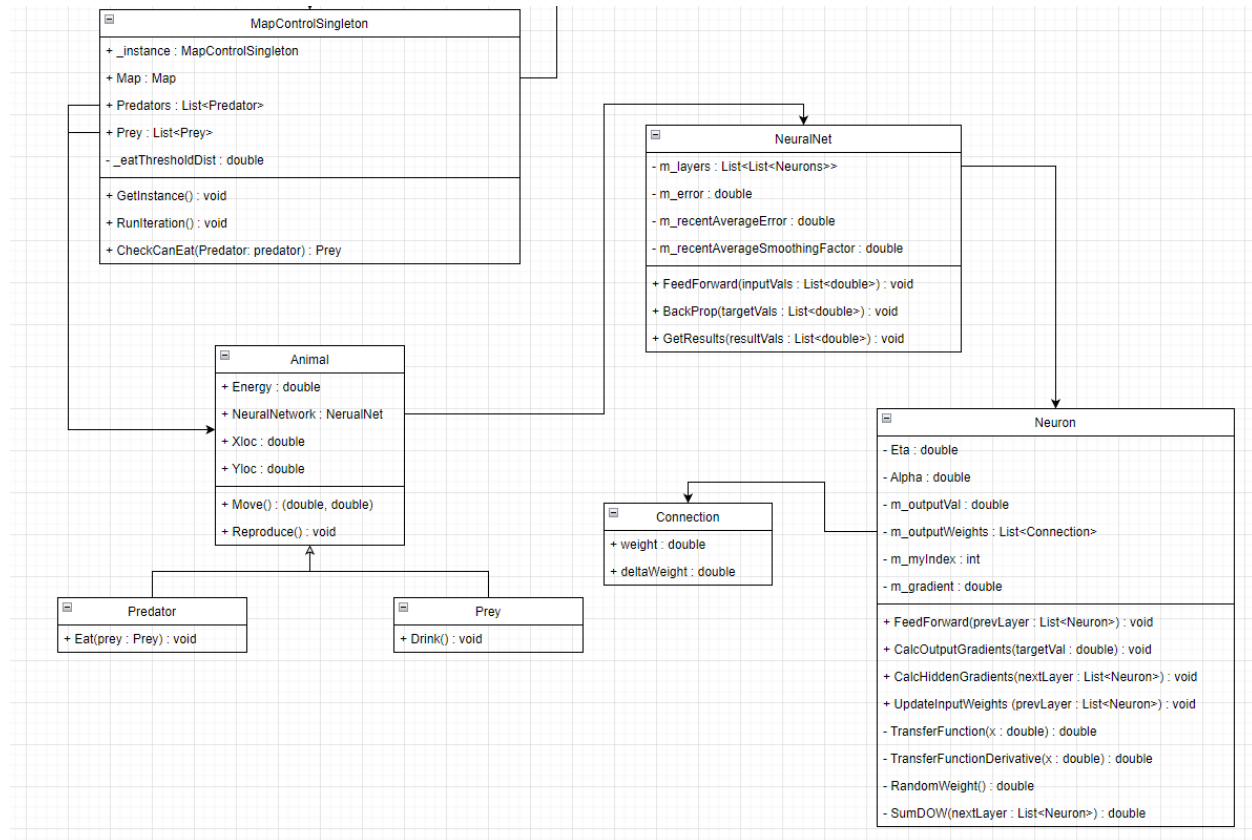
Summary

1. Most of the work done so far has been creating framework so that we can do the interesting part of our project. We have a functional UI that will allow us to work on the neural network and create the actual evolution simulation. The work was split pretty evenly between both members of this group, with Kevin working on the overall structure of the code and some of the neural network and Parker working on the UI and the integration of the code.
3. Nothing has really changed in our approach to the project except some struggles with choosing how we wanted to create a UI (we chose to use WPF).
4. The patterns we are currently using are an abstract class and a singleton class. We also plan to implement a factory pattern to make the creation of the predators and prey easier when they reproduce.

Class Diagram

1. See attached on canvas for a higher quality picture





Plan for Next Iteration

1. I think that our original project plan still stands so far. Now that we have completed most of the UI, we can move our focus to the neural network and its integration. The neural network is the main thing that we have to work on for this project to be completed, and I think we are in a good place to successfully complete this project.