EE422C Project 4 (Critters) Team Plan

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Firstly, we met together and studied the pdf thoroughly, to fully understand the scope and all the requirements of the project. Chris created the starter files and uploaded them, giving himself Critter1 and Critter2. Karl had Critter3 and Critter4. The way we planned on working on the code was to divide it up into the 3 phases as defined in the pdf. We began by designating 3 days for implementing, debugging and testing for each phase. And the last few days were for finishing up any unsolved errors, checking for requirements and final rounds of testing.

We made 8 tests. Karl made testAddCritter, testRemoveCritter, testFightCritter, and testMain. Chris made testRunStats, testCritterWalk, testCritterRun, and testReproduce. And then we tested using uploaded tests.

We spent approximately 10 hours together in the same room, however we spent around on the order of metric shit-ton (roughly 20) hours together in voice calls via Skype or phone call. We also used screen sharing for discussions during the voice calls.

The tests were written by both Chris and Karl.