

CPSC 481 - AI - Project 2 - Farmzoids Report

Team Name: AiBROS

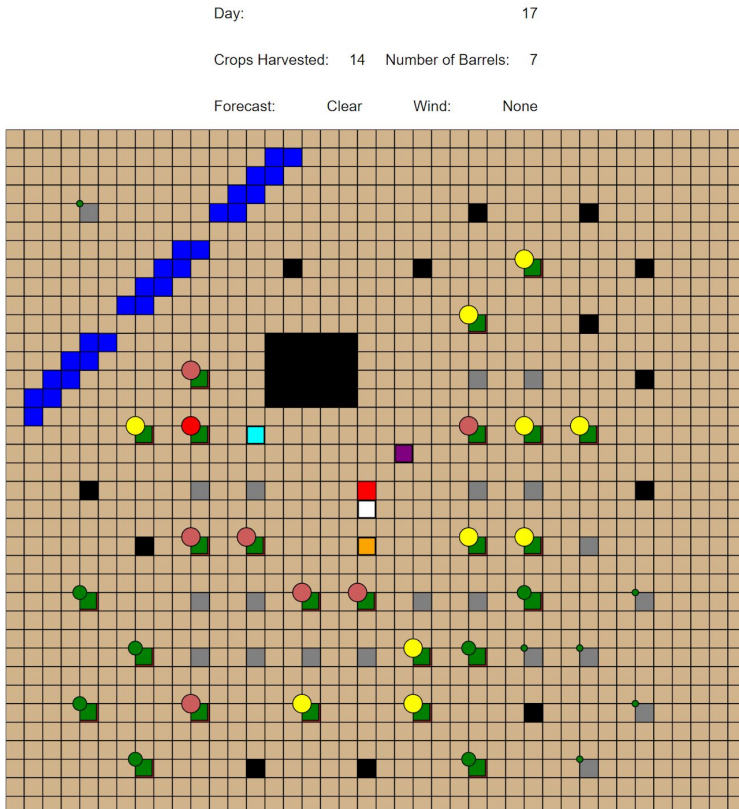
Team Members: Javier Melendrez, Omar Al Nabulsi, Brannon Ha, Daniel Pestolesi

Days: 17

Crops Harvested: 14

Number of Barns: 7

Final Board State:



Algorithms Major DataStructures:

One of the primary concerns when constructing the logic algorithm for the game is how to facilitate the nature rules. We used a switch case for weather generation as well as a boolean flag for the cold snap. This is to allow us to easily facilitate the necessity that if a coldsnap happens it has to occur for 2 days. The flag allows us to clear the weather variables to prevent excessive looping or logical errors if a coldsnap occurs, as well it prevents weird cycles where a coldsnap could become a permanent effect if its conditions continue to error propagate. The nested if conditions allow us to make the variables more readily accessible for use in the plants and other aspects of the program in general as well as creating a single variable the farmzoids have to analyze to be able to respond to the environment conditions. With wind only becoming relevant in relation to a coldsnap existing.