

Team Plan

Git repository: <https://github.com/erichcchang/Project4>

My plan for Project 4 is to implement Critters in a way that keeps debugging simple. I implemented each stage separately unless full functionality was tied between stages wherein I left that method incomplete until the next stage. I started from on Sunday 3/5 in Main and implemented the commands, then implemented the Stage 1 dependent methods in Critter. Roughly each day I completed the next stage then spent the remainder debugging each section of worldTimeStep(). Because I worked alone on this project, all of the work was done and planned by me.