

EE422C Project 5 (Critic Part 2) Team Plan

<Gaurav Nagar> <gn3544>
<Minkoo Park> <mp32454>
<<https://github.com/gn3544/CrittersPart2>>
<Fall 2016>

Gaurav initially created repository. Minkoo pushed initial setups and started working together. This time, we worked together on all components of the project. Instead of one focusing on View component and the other on Control component, we collaborated on everything. Gaurav mainly wrote codes for animation, critter-shape matching, and layout of control boards. Minkoo mainly wrote codes for user interface components and their event handlers, initial setup of the grid, and error message box. We thoroughly reviewed and tested each other's code and actually ended up writing codes together exchanging roles of driver and navigator frequently. We also asked questions to each other to improve implementation and verify method correction.

We have included two of our own critter subclass that call the look() method.

The testing and debugging part was rather independent for this project. After each meeting, we worked individually to make sure all components and methods worked properly. We did our own simulation and stepped through codes to fix bugs.

We had total 4 meetings for this project spending approximately 1.5 hours together in the same room per meeting. In each meeting, we discussed possible solutions and approach for our project. We spent majority of the time discussing implementation methods and writing pseudo codes. We ended each meeting by setting up a next meeting appointment and dividing work. For completing other parts of deliverables, for example, *team_plan.pdf* and *README.pdf*, we used shared documents to work together after creating a draft in a meeting. We did our best to contribute equally and kept in contact daily to exchange updates of the project and set meeting appointments.