Day 6 Checklist:
Testing cells and game loop of cells

You must have the following tasks accomplished before the end of class today.

Accomplished	Task
☐	Make sure you have completed all of the tasks from yesterday's (Day 5) checklist Do you need to schedule time outside of class in case progress is an issue? Discuss with your team.
☐	Division of labor and assignment of tasks. • **Who works on what?** • **Again, who should take on what responsibilities unless that/those person(s) are out for the day?** • **What needs to happen if a team member is stuck or becomes frustrated?** *Collaboration is encouraged if the team feels it necessary to be successful.*
☐	• You will need to **rigorously** test both your movement and breeding logic. This is because we are going to start creating our gaming loop

☐	• Check behavior of hobbits on the edges of the grid.
	   ○ Again, do the characters behave the way you expect them to? How should the logic be modified if it does not?
	   ○ What should happen if hobbits have no

	room to breed? How should the Nazgul respond or adapt?

☐	• Develop functions that will help you create your gaming loop
	    ○ It should cycle (*iterate*) over the entire gameboard
	    ○ Every creature on the board should have a **"turn"** (turn-based)