

Day 5 Checklist:

Wrap up prey functions - Test functionality

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

Accomplished	Task
<input type="checkbox"/>	<p>Make sure you have completed all of the tasks from yesterday's (Day 4) checklist</p> <p>Do you need to schedule time outside of class in case progress is an issue? Discuss with your team.</p>
<input type="checkbox"/>	<p>Division of labor and assignment of tasks.</p> <ul style="list-style-type: none">• 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? <p><i>Collaboration is encouraged if the team feels it necessary to be successful.</i></p>
<input type="checkbox"/>	<p>Finish movement logic</p> <ul style="list-style-type: none">• Test and retest your code every time you make revisions to your code. Do not wait until you have made many changes• Does it make sense? Do the hobbits and Nazgul behave the way you expect them to?
<input type="checkbox"/>	<p>Finish breeding logic</p> <ul style="list-style-type: none">• AGAIN... Test and retest your code every time• Does it make sense? Do the characters behave the way you expect them to?

