Group Name: Example Group

Group Members: Joe Member, Lacy Temmate, Marco Teamplayer

OVERALL FEEDBACK - Solid start folks, you will want to think about how to generalize the functions, a lot of that will depend on how you set up the dictionaries. I will talk about this some tomorrow, as all the groups want to use dictionaries, I think I might provide example dictionaries for the naz and the hobs at the start of class.

Proposal:

We are going to start this project by taking our grid code and our print grid code from the snek game project and using that to make the map.
Functions - makeMap(), printMap()

FEEDBACK - A good programmer is a lazy programmer!

We will need to have 115 sets of random coordinates, we're going to make a function to generate them and return them in a list of dictionaries of x & y. We will need to figure out how to make sure they are unique.
Function - makeCoords()

FEEDBACK - You will need to assign these too.

FEEDBACK - you can see if they are unique by checking them against the things already in the list (for cord in list) and making sure that it is not already there. If you do this, you will want to use a while loop to keep going until you have 115

We think using dictionaries will be better than list, because then we can use the key names to keep from getting confused. They should have a name, if they are ready to breed, if they have ate and so on.

FEEDBACK - Good move. I will talk with the class tomorrow and help come up with a checklist of what you want to have here.

We will need to figure out the moves. We will use 1 function to check a space for a move, and another to use that to check all the areas around it.
Functions checkSPACE(), checkAREA()

We think we can use the same function for move to see if breed will work okay - both need an open space.

FEEDBACK - it would be ok for the Naz to breed on to the hobbits too, if that is easier for you, but yes, finding a move spot and finding a spot for a baby are pretty much the same thing.

We will need to have our update for move for everything this will use checkAREA() to see if there is a move that can be made, and make a move if it can. We think we can track the age for the Nazgul here too.
Function move()

FEEDBACK - you will want to have an indicator in your entity dict so that you can track if it has already moved, in case it moves with the update direction. ALSO - make sure you understand what a move is. You need to find the spot, then move the dict to there, and make sure it's not in the old space too.

FEEDBACK - You have covered hunger here, remember, you need to track age for both to breeding time as well. This would be a good place to track both. ALSO - you haven't thought about the nazgul actually eating, but I think you were thinking about it - you could do this by having the dictionary have a list or something of valid moves, and having it feed if the spot is not open - Touch base with me about this.

FEEDBACK - if you track the hunger for the Nazgul you will have to have this function tell if it is a Naz or a Hob, ideally, you have a generalized way in your dicts for this, something that would allow you to add more players without changing the function any (you could set a value to -1 for non hungering types of creatures)

We will have to try to breed too, this will work just like move, but it will not change the location of the thing.
Function breed()

FEEDBACK - You want to make sure you reset the age of the thing here (if they breed), and you may also want to deal with nazgul deaths here too… maybe change the name to something like update()

We will need a function to run a turn … this will just call move for the whole board, then breed for the whole board.
Function turn()

FEEDBACK - Good, yes! Trim down stuff done in the file body outside the function. You will also want to reset a hasMoved tracker here too, it will just mean doing 1 more for loop, unless you do it inside of your update function.

Then we just need to run the game loop inside the main body of the function, using a for loop and system commands like in the snek game

FEEDBACK - You'll also want something to seed your board once, you've come up with your random cords, but then you will need to assign them to hobs or naz, this would be cleaner in a function called something like init() or start() then just in the body of the file.