Day 4 Checklist:
Finish prey movement, add breeding

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 3) 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.

☐	Finish movement logic
	    ● Test and **retest** your code every time you make revisions to your code. Do not wait until you have made many changes
	    ● This way it will be easier to catch any errors

☐	Develop breeding logic
	    ● AGAIN... Test and **retest** your code every time you make revisions to your code. Do not wait until you have made many changes
	    ● This way it will be easier to catch any errors