

# Diary of project

## FrameWork for: Evolutionary Algorithms for the Control of Heterogeneous Robotic Swarm

**TODO:**

**Q&A:**

**Implementation:**

- How long should be GetString();

**Evolution:**

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**Days of actual sollution**

- 05.05.2017 -
  - refactoring old solutions
  - object design(IEntity was not created due to many abstract classes, no way to avoid virtual call)
  - sensor -> child of entity & inherit ISensor interface
  - use more asserts
  - brain serializer/deserializer
- 06.05.2017 -
  - refactoring Map => Constructor, Reset, MakeStep
  - partial project Intersection2D
- 07.05.2017
  - Intersection2D finnished, tested
  - map implementation finnished
  - add new method MoveTo to Entity
  - Circle Entity & Line Entity refactored prepared for testing