
MEMO

TO: THE SOFTWARE ARCHITECT
FROM: MAX BATTY & PHAELYN KOTUBY
SUBJECT: REQUIREMENTS FOR EVOLUTION GAME
DATE: FEBRUARY 7TH, 2016

Dear Evolution software architect:

We are a development team tasked with building a competition framework for the Evolution game you specified. Before we begin programming, we have a few questions we'd like to have clarified:

- Trait cards can be traded from a player to the dealer for species boards, body size, or population growth. Are these traded cards returned to the deck, or collected in some sort of discard pile?
- What is the timing for this discard stage? More specifically, do players go round-robin trading one card at a time, round-robin with as many as they want at a time, or do all play at will until this stage is over?
- Similarly, we know that for the feeding stage, players go round-robin; however, do they feed their species one at a time, or all in one turn?

We look forward to reaching a full understanding of your requirements.