TO: Overlord Founder of Our Precious Startup

FROM: Shu Han and Andrew Bosset

SUBJECT: This Code Base is Better!

We decided to move forward using the team13 code base.

i. Both code bases were in Python and imported the same general packages, so there was no preferences or decisions made here.

ii. While assignment 5 test fest scores have not come out yet, the code base for team13 already has unit testing for every helper function used. This makes this code base more easily fixable if bugs do pop up and gives us more confidence in its correctness.

iii. The design differences were the main driver in our decision to choose this code base. The board module stores the heights in a height grid and workers in a worker dictionary, whereas the other code base uses a two-dimensional array consisting of cells and worker cells. We preferred the height grid and worker implementation because it stores data in distinct places and keeps the data separate, making it much easier to change and update boards when using them for other modules. The position and play classes present in this code base also made passing data around and using the data clearer and more easily changeable. We did not like how the strategy class was in player.py instead of its own file, but that was an easily fixable change. In general, this code base used helper functions for code that was commonly repeated and had a clearer design that was easier to build upon moving forward.