Development Plan
Team SharksAndMinnows
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So far, we have used Pyro to fully implement a board object, which can be minimally interacted with by other users. We also have models for the fish and shark images, and have a script that can read them in and create objects. We believe that the next step is to allow fish and sharks to interact with the board. Currently, we have not been able to print fish and sharks onto the board, and we believe this to be the first step. This is then followed up with movement. We believe that the sharks should be able to move on their own, as it is more straight forward. Then, we will have to tackle the problem of user movement.

So far, we have worked together on different aspects of the project; that is, we do not specifically break up tasks for each person, but rather we work together and split up as needed. For example, we worked together to create the design and make the decisions on big design choices, but we broke up so that one person set up basic file I/O and implement board/fish/shark objects, and others worked towards writing a Pyro tutorial and implementing it into the existing architecture. We are primarily using Github as a working interface (we are using a private repository, to avoid academic integrity issues).