EE422C Project 4 (Critters) Team Plan

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Git URL: https://github.com/mvandinh/mv24772_gsc535_Lab4

(Written by Minh Van-Dinh)

      Garrett and I made sure to meet up and work on the Critters program together whenever possible. First thing that we did was split up the code. Garrett worked on displayWorld(...), makeCritter(...), and getInstances(...). I implemented walk(...), run(...), reproduce(...), worldTimeStep(), and clearWorld(). Even though we worked on some of the code separately, we made sure to tell each other how each method worked so that there would be an overall understanding of the code to make debugging easier for the future. After finishing our code, we debugged the methods separately while maintaining constant communication to make sure that there would be no conflicts with the solutions to the bugs. In the end we dedicated approximately 14 hours to the project while in the same room coding and testing and 2 hours separately debugging the code. Two of the critters were made by Garrett and two of them were made by me. I took care of making the program compatible with JUNIT and made sure that the provided A4SampleTester code tests all passed. Final testing was done together.

10/18/2016:
Garrett - Began project
Minh - Began project, added starter code

10/19/2016:
Garrett - implemented displayWorld(...), makeCritter(...), getInstances(...); created Critter1 and Critter2 classes
Minh - implemented walk(...), run(...), reproduce(...), worldTimeStep(), clearWorld(); began programming for encounters; created Critter3.java and Critter4.java classes

10/20/2016:
Garrett - debugged walk/run; implemented exception handling
Minh - debugged walk/run, encounters; implemented error messages, exception handling; made Critters compatible with provided A4 JUNIT tests