# Delivery Check List

# Specs

* Display the entities at initial coordinates - x,y (as stored in a json file) - DONE
* Identify each entity by color, type, size and name. - DONE
* On startup, all entities will be displayed and the user will have the option to hide / show entities from the display - DONE
* A Start button will cause the entities to move until Stop button is pressed by the user. - DONE
* The user can input n last steps to be saved when Stop button is pressed. - DONE
* The entities will move in 5 seconds intervals. That is, all entities will perform a movement every round by 5 sec intervals. - DONE

## Movement specs:

* Movement direction - 4 options Up, Down, Left, Right - DONE
* Selected direction for each entity is random - DONE
* Each movement measures 5 units (pixels) - DONE
* The entity cannot go back to previous location on next step - DONE
* When Stop button is pressed the app will save the n last steps that the user set as input. - DONE

# Specs Notes

* The display grid is 100x100 (i.e. 0<=X<=100; 0<=Y<=100) - OK
* There are three supported colors (red, green, blue) - OK
* There are three supported entity types (circle, square and triangle) - OK
* There are three supported entity sizes (small, medium, large) - OK
* Max number of supported entities is 10 - DONE
* JSON input file will be located at executable folder (testing input may vary). - OK

# Specs Technical Notes

* The display grid is 100x100 is a gray square, located in a somewhat larger one to enable display of a shape that its center is at 0, 0 for example. - OK
* We use a 500X500 pixel board. E.G. a single spot measures 5X5 pixels. A movement of 5, as required means a movement of 25 pixels. - OK
* Display 0, 0 location, is bottom-left corner. Up/Down change at Y axis. Right/Left at X axis. - OK
* ~~Entity is a user control that combines an image of a shape and a label (entity id).~~
* Entity is drawn directly on board by graphics since user controls hide each other when overlapped. - OK
* The entity coordination represents the center of the shape. – NOT YET
* The note above can cause a shape to exceed the borders. – OK (Graphics enables drawing outside the board)
* Entity must remember, at minimum, its last location to prevent moving backwards, or at maximum n steps. - DONE
* We assume that as a default the app should save, at minimum, its current location at stop. - OK