# Open Questions

1. Display a line of movement for each moving entity, which shows the movement for the last n locations of the entity (user inputs value of n).
   * As for now I have a list of last n points. The list is ordered from recent oldest, so, it should be very simple to iterate though the list and draw a line with graphics. I draw the board per movement, so it also “deletes” the end of the trail.
2. Support having three coordinates for each entity (i.e. (X, Y, Z) and how the display would reflect this.
   * This is a bit more complicated.
   * My ideas are like so (from simple to complicated):
     1. Add height (as part of the title)
     2. Change size or color due to the height.
     3. Draw an angled (to create some illusion of 3D) line with height title at the top.
     4. Same thing but move the entity shape to the top (it’s the same as the previous idea. The only thing is to add some complexity to position calculations).
     5. Change the board to 3D view. 30 degrees – 60 degrees … To complicated for now.

# Summary

1. It was fun
2. The Only thing I didn’t finish is making the location relate to shape center. It’s a bit more calculations but it’s not a big thing.
3. I would be happier if I could make it TDD. But it’s not for now and I need to practice it.
4. Also logging. But this I know well (log4net) so I have decided not to implement it for now.
5. I tested a bit:
   * Played with the JSON and its parameters and made some bug fixing.
6. I learned to use graphics on a win form, which I knew from my studies, but it was almost as to learn from scratch.
7. It took me some time and POCs to decide what implementation to use – Win Forms, Wpf, WEB?? Because I needed to learn if to use existing controls or “user controls”. I thought it would be an issue with controls overlapping. And, how to make the title exceed the borders. For a moment (more than one 😊) the user control seemed as a good solution, until the overlapping spoiled it. At last I thought, “what the hell”, c++ is lower than that, so, I might as well wet my hands now.
8. Thanks.