Lessons
4/14/2020
Group: 4
Members: Cassandra Companion, Brian Louis, Stephanie Petronella, Garrett Sullivan

Things learnt (simple lessons in development):
- How to code more realistic car movement
- How to give objects from Tiled different properties using Box2d
- How to do manual testing to validate design decisions and functionality
- How to handle the different problems that may arise while using Tiled maps
- How to use the virtual machine with game files
- How to add JUnit to a project to be able to use it for automated testing
- How to use GitHub to create folders and upload files to those folders

Insights acquired (lessons on the process of development):

- Approximations of what will be accomplished and how long it will take to accomplish it are rarely accurate (same as with the last cycle).
- Coding by one person and testing by another should happen concurrently to validate design decisions and to generally ensure a more solid feature that works in all sorts of possible situations.
- Tests can be either manual or automated, though automated tests are more desirable because these tests can be more thorough than manual tests, and they can also be more realistic for situations with many test cases.
- The design documentation is an important reference around which tests should be based upon because it indicates what should and should not happen.
- Finding problems with a feature while testing is almost inevitable.