ComputersAreHard's Change Log for Deliverable #1

Overall

Issues:

1. Motivation
2. Quality: clarity, format, writing, etc

Changes:

1. Crossed out unclear statements and unprofessional language
2. Replaced all crossed out statements with new clear, concise, and meaningful statements and details
3. Went into greater detail when explaining certain aspects of various sections, specifically "High Level Modules" and "Low level details" for each deliverable section.

New Grade Estimate:

Motivation	5 / 5
Assumptions, risks, and issues	4 / 5
Quality: clarity, format, writing, etc	5 / 5

Engine

Issues:

1. High-level modules (Lack of data structure specification)
2. Low-level details (Classes/Methods not stated)
3. Assumption, Risks, and Issues

Changes:

1. We have changed the Engine portion of the design document to specify the 3 types of data structures we will be using.
   - Vectors
   - ArrayLists
   - Hashmaps

   The document goes into detail as to why we chose to use these 3 data structures and how they will be implemented into the Engine.
2. We also listed the classes and methods that will be used by the Engine.
   - The Engine will consist of two classes Engine.java & Table.java
   - The methods/functions of the two classes are added to the design document along with their purpose.
3. Revamped "Assumptions, Risks, and Issues" portion
4. Discussed format for reading and writing data (serializing tables into their respective files)

New Grade Estimate:

We previously received 12/35 for the Engine portion because of our lack of details in our High Level Modules and Low Level Design. Now that we have re-done these sections with added information about the data structures and methods that will be implemented, our score

Motivation	5 / 5
High-level modules	5 / 5
Low-level details: classes, methods, and data structures	10/10
Low-level details: how different parts work together	8 / 10
Assumptions, risks, and issues	4 / 5

Parser

Issues:
1. Lack of clarity on how the Parser and Engine will work together.
2. High level modules

Changes:
1. Added a "High Level Modules" section with detailed descriptions of modules.
2. Added a "Low Level Design" section, detailing each module and explaining how the parser will evaluate statements and call functions from the engine.

New Grade Estimate:

Our 2 new sections cover the parsing modules very well, and we feel like we deserve full credit for both "High-Level modules" and "Low-details". This should change our grade to

Motivation	5 / 5
High-level modules	5 / 5
Low-level details: how different parts work together	7 / 7
Assumptions, risks, and issues	4 / 5

Interactive System

Issues:
1. Interaction Specification
2. Engagingness

Changes:
1. Added "High Level Modules" and "Interaction Specification" sections to the Interactive System
2. Revamped the "Low Level Design" and "Benefits/Assumptions/Risks" sections.

New Grade Estimate:

The new sections, "Interaction Specification" and "High Level Modules" are thorough, and we believe our new grade for the Interactive System should be:

Motivation	5 / 5

Complexity	5 / 5
ER diagram	5 / 5
Interaction specification	8 / 10
Engagingness	5 / 5

Total Grade Estimate:

We believe our new grade should be a **93/100**, as we feel this is modest and accurate representation of our time spent and work accomplished.