Architectural Review

Background

https://www.youtube.com/watch?v=pgaEE27nsQw&t=87s

Here are our learning goals:

Shreya: Better understanding of how to implement graphics in python and understand dynamic calculations to make the algorithms.

Isa: Explore evolutionary algorithms and how to define a physical system for a computer aided simulation

Victor: To understand the basic structure of dynamic simulation and see how math and physics are incorporated within the algorithms.

Subeen: To understand and try the basic implementation of kinematic simulation, from my classical view to computational stuff.

Key Questions

What is the best way to bring all our parts together into a cohesive project?

What kind of things we need to define for the physical system?

What kinds of things should we think about as variables?

Agenda

5 min. Learning Goals
10 min. Software Architecture
10 min. Suggestions and Feedback

Program structure :

Character class:

- Character_generation(csv file)
- breed()
- determine_fitness(get_time)
- get_yo_stuff()
    - Return yo_stuff

Race class:

- strut(yo_stuff)
    - *complicated math*
    - Return frame to create visualization

main

- Character_gen
- While gods_create:
    - yo_stuff = get_yo_stuff()
    - While racing:
        - Frame = strut(yo_stuff)
        - Render(frame)
    - Results = get_time()
    - determine_fitness(results)
    - breed(fitness)

get_time()
Return time
Render(frame)