GEOTURTLE GO!

I. drawSide
    a. **Input**: Two doubles representing length and angle respectively.
    b. **Output**: Does not output values. Creates straight line of appropriate length and changes object orientation
    c. **Constraints**: Inputs are compatible with variable type double (i.e. are numerical)
    d. **Assumptions**: Turtle exists on an island.
    e. **Relationships**: Uses lengths of the sides of the geometric shapes drawn.

II. Rectangle
    a. **Input**: One double representing side lengths and breadths respectively.
    b. **Output:** Does not output values. Creates a rectangular polygon.
    c. **Constraints:** Inputs are compatible with variable type double (i.e. are numerical)
    d. **Assumptions:** Turtle exists on an island.
    e. **Relationships:** Uses drawSide to construct itself.

III. Pentagon
    a. **Input:** One double representing side lengths.
    b. **Output:** Does not output values. Creates a 5 sided polygon.
    c. **Constraints:** Inputs are compatible with variable type double (i.e. are numerical).
    d. **Assumptions:** Turtle exists on an island.
    e. **Relationships:** Uses drawSide to construct itself.

IV. Hexagon
    a. **Input:** One double representing side lengths.
    b. **Output:** Does not output values. Creates a 6 sided polygon.
    c. **Constraints:** Inputs are compatible with variable type double (i.e. are numerical).
    d. **Assumptions:** Turtle and exists on an island.
    e. **Relationships:** Uses drawSide to construct itself.

V. Octagon
    a. **Input:** One double representing side lengths.
    b. **Output:** Does not output values. Creates a 8 sided polygon.
    c. **Constraints:** Inputs are compatible with variable type double (i.e. are numerical).
    d. **Assumptions:** Turtle and exists on an island.
    e. **Relationships:** Uses drawSide to construct itself.

VI. Square
    a. **Input:** One double representing side lengths.
    b. **Output:** Does not output values. Creates a 4 sided polygon.
    c. **Constraints:** Inputs are compatible with variable type double (i.e. are numerical).
    d. **Assumptions:** Turtle exists on an island.
    e. **Relationships:** Uses drawSide to construct itself.

VII. DrawCastle
    a. **Input:** None.
    b. **Output:** A gay, grey-scale castle.
    c. **Constraints:** Turtle exists on island.
    d. **Assumptions:** The given arguments are valid for their corresponding variable types.
    e. **Relationships:** Uses all previously defined methods.