

EE422C Project 4 (Critters) Team Plan

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In addition to his 2 unique Critter Classes (Critic3 & Critter 4), Brian generated a grid for the world map using Sectors that contain a linked list of critters in the Sector coordinate. He then used this map to generate the visual output to the console with a border to mark the edges of the world. Brian also wrote the functions to read user inputs used to interact with the Critter environment. Moreover he added the Algae refresh component to the worldTimeStep. Finally, he modified the InvalidCritterException to function as specified in the documentation to handle invalid inputs.

Katya handled several of the tasks to be completed in the worldTimeStep. In the worldTimeStep she iterated through and completed the actions of every Critter, removing critters if their energy is less than or equal to 0, checks for and handles encounters using static methods, then integrates the baby population with the total population. Katya also wrote the doTimeStep actions of walking, running, and reproduction of Critters. Finally, Katya wrote the Team Plan.

We assisted each other with testing and debugging. Approximately 13 hours were spent working together in the same location.