**Project 2 Report**

**Team Members:**

Zachariah Stratton

Pablo Vielma Jr.

Russell Pier

Shaun Fattig

Tom King

**Member task allocation:**

UI, input and data - Zachariah Stratton

Animation - Pablo Vielma Jr.

Website - Russell Pier

Load parameters from file - Shaun Fattig

Skeleton classes and Light Relation - Tom King

**Project Website:**

<http://people.tamu.edu/~russell.pier/csce452/robots.html>

**Project description:**

For this project we built a new UI also using JavaFX for display. The basic structure we went for was to have fields where a user could specify each property of a vehicle, then upon clicking “add” we would store this vehicle for calculations and add it to the display. We had an array of “car” objects to hold the various vehicles, and then a “window” object that would hold the various locations of the lights, also added when the user clicked submit. The car objects would then interact with the global window object to determine their reaction to the lights.

**Difficulties experienced:**

Setting a specific update interval for our animation was a challenge with JavaFX as well as the interaction between our various classes and functions. A lot of polymorphism was used and JavaFX does not allow changes to variables outside of action functions, so we need to make a few helper functions and other logic changes to be able to edit all the required data fields.

**Interface:**

