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| Date | Time | 700031791 | 700037512 |
| 22/10/2021 | 9:45 – 11:10  1 hour 25 mins | Design decisions & began writing unit test | Design decisions & began writing unit test |
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Design Decisions:

Initial thoughts-

Project would be most effectively coded through test driven development so we must have a firm grasp of requirements before proceeding. Understanding how to program in a thread safe manor and ensure all created files are working with production code will be essential to smooth running.

Project requires jar with both byte classes and source file, files include:

* Interface for the game
* User output files txt
* Black and white bag cvs files
* Nested classes with players (threads and listeners)
* Game set up file (main file)
* Bag creation file

Testing Decisions:

Black bags:

* Length of list (correct amount of pebbles in bag)
* All the values of the list are positive integers

White bags:

* Check they are empty at the start of the game

Players:

* Have 10 pebbles unless they are in the process of discarding one
* Output file created when thread is started