
INFT2100-702 PROJECT 2 :: MEMORANDUM

TO: ALL PROJECT STAKEHOLDERS
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SUBJECT: CHANGE IMPACT ANALYSIS
DATE: 12/16/2012
CC: HAL O'CONNELL

CHANGE SUMMARY

This week we learned that we will need to produce an ant / antlion simulation, which, in short, is almost utterly unlike our working Game of Life prototypes except for the concept of a grid.

The grid itself will now be of type Organism (100 Ants and 5 Lions, randomly distributed), and logic will be required to apply the correct actions to the correct types. For a complete description of the actions and their ordering, please consult the Design Document. As before, there will be birth, ongoing life, and death, but now there will also be moving and eating.

Color will be used in the program. One way to use it would be to distinguish the lions and ants. They will be shown as Xs and Os respectively; they could be shown as **red Xs** and **green Os**.

Instead of asking the user to continue to run the following generation and display its results, a timer will be used to automatically refresh the grid. We must run at least 100 iterations, and the program must run at least 60% of the time without an “extinction event” (all ants or nothing at all).

Actions will now happen in “real time” as we move through the grid (once for each action type). Therefore, flags should be set on the objects so that they do not perform the same action twice in one time step.

CHANGE IMPACT

These changes require a fresh start in design, coding, and testing. The only significant holdovers from the prototype are the concepts of a grid, iterating through it, and how to stay in its bounds. Although the “Game of Life” prototype became a useful program in and of itself, for the purposes of “Antlions” it is essentially a dead end.

As of this writing on Saturday December 1st, we have only one full work week remaining to finish the project (it is due on Monday, December 10th). Since that leave little room for error or dithering, we must each make a sincere effort to remain organized and retain a constructive mindset.

From this point forward, the filenames of project documents relating to the original “Game of Life” scenario will be prefixed with “initial-”, while the filenames of documents relating to the new “Antlions” scenario will be prefixed with “revised-”. It will be up to the individual programmers as to whether they wish to begin new programming project files and/or repositories.

We are confident that we can address these changes and deliver a final product that meets the requirements.

Project Closure Report Version Control

Version	Date	Printed By	Change Description
0.1	Dec 1 2012	WM	Initial draft
1.0	Dec 11 2012	WM	Final submission (unchanged)