

Warsaw 08.11.2021

Attendance

- Mikołaj Jędrzejewski - present
- Timur Gafurov - present
- Enjie Jin - not present
- Stanislau Ryzhkov - present
- Shakhzod Yarkulov - present

Remarks

- We are not using camel case - inconsistency with OpenGL
- Every function is preceded by comments of what it takes as arguments and what it returns
- We don't use 'magic' numbers pulled out of thin air - use defines or just comments or both
- Write code so it works and it is easy to use by others

Code design choices

- No_camel_case_but_standard_notation
- Functions - lowercase with underscores
- Variables - lowercase
- Constants, defines - uppercase
- Int main () { space after function name, notice where the bracket starts same for (;;) {

Files structure

- Main.c
- Movement.c
- Placement.c
- Score_evaluation.c
- Command_line_io.c

Final decisions

- Uploading a flowchart to gitlab
- Main function implements uploaded flowchart
- Delegation of functions used in main
- For now, we focus to make game work in command line

Workload division

- Mikołaj Jędrzejewski - main function based on the flowchart
- Timur Gafurov - inputs for initial phase should work, command line inputs used by others could be added later
- Enjie Jin - evaluating the results
- Stanislau Ryzhkov - movement phase
- Shakhzod Yarkulov - placement phase

Deadline

8.11.2021

Next meeting

8.11.2021 - evaluation and uploading the results

Topics for next meetings

- autonomous mode
- GUI - with OpenGL
- AI - using neural nets or [game tree](#)
- Board game generation - perlin noise?