

Meeting Agenda

Location: 3507

Date: 10-05-18

Time: 10:00

Facilitator: Jonas Jacobsson & Christian Bergström

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

Progress report.

2. Reports (15 min)

The new AI is pretty much done. Most kinks with the renderer have been worked out.

3. Discussion items (35 min)

We're pretty satisfied with the looks of the renderer. It could need some shadow effects, but given our inexperience with OpenGL adding this is more work than we estimate that we have time for.

The board solver (and AI) only support boards where all sides have the same size. However, they can be started without this. This needs to be addressed.

4. Outcomes and assignments (5 min)

Fix the board sizes to ones with equal size lengths. Try to weed out any bugs and clean up the code a bit. Refactor things that need to be and write explanatory comments for things that are unclear.

5. Wrap up

Next meeting: 10-05-21.