In the first practical session on monday December 5th, Anouk and Gossa decided to program the bots in Python. This decision was based on their prior knowledge about this programming language. By teaming up together with Baudoin, we finally concluded that Java would be a better choice, since he had more experience in this language and our student tutor made it clear to us that Python, being new in this course, would contain a lot of bugs.  
We have followed the 'Getting Started' manual, which contained the necessary steps to finalize the project of making new bots and visualizing them. The first practical session was pretty much filled with installing the right tools in order to run the game. We set the system paths, installed Python 2.7, installed the Planet Wars zip and tried to run the game. The difficult part was resolving the errors that the command line interface showed us.  
In the second practical session, we succeeded in visualizing the game on our screen, we were now able to see how well the bots we had create would perform. Baudoin had already started programming the so called First Bot. We began planning which algorithms we wanted to implement in the other bots. The state-space search bot was the one we started with and the learning bot the last one. This, because the theory about neural networks and such would be provided later on in the course.