Culminating Reflection

* We used many java classes such as LinkedList, Random, HashMap, etc…
* In terms of project and time management, I learned that I should come up with more functional-oriented plans in the planning phase so that it would be easier to follow the plans while working on the project.
* The agile we used was Kanban.
* A challenge I encountered was difficulty figuring out an algorithm that can compute all the possible outcomes of the game in a reasonable amount of time. To solve this problem, I did some research online and found that I can limit the searching depth of the AI and return an estimated heuristic value of the unfinished board based on where the pieces are at.

Password: Food falling through the gutters are grate.