One-page Summary

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Responsibility

- 1. Recording meeting minutes
- 2. Data collection (games part)
- 3. Testing for version 1 and 2
- 4. The initialization part of the programming (coding for classification, matrix building and information gain calculating)
- 5. Object oriented analysis and design report (Introduction, user story, combined user story, use case, domain modeling diagram, domain entity, integration of the report)
- 6. Participating in every meeting

What learnt from this project

- 1. Learn testing methods
- 2. Correct data collection skill
- 3. Bug fixing skills
- 4. Importance of version control
- 5. Review user story, use case and domain modeling
- 6. Meeting minutes taking skills