

Date: May 1, 2020

Development Lead: Mihir Kelkar

From: Vivek Alumootil, Mihir Kelkar

Subject: Status Report 4

Accomplishments:

We have written most of the non-GUI code. It is not fully functional, but we can create a non-GUI based demo to test it. We have also started thinking about the strategy class and how we would implement it.

Mihir wrote most of the main code, such as C4Game, main, HumanPlayer, ComputerPlayer and BoardPanel classes.

Vivek reviewed all of the changes that Mihir made and made his own drafts of the code that were not used. He also did research into Connect-4 strategy and is coming up with a design for the strategy interface.

Potential Problems: The GUI code may prove to be difficult to create. It might put us off schedule and we may have to rush to finish the project on time. The strategy is also quite complicated and an efficient design will be tricky to make.

Next Steps: We will dedicate significant time this week to write all of the GUI code and possible start debugging/reviewing code. We will also create the strategy class and use it in the existing code.