Status Report 3

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Subject: Status Report 3

Accomplishments:
We have completed the CharMatrix class of our project. This class serves as the basis of our connect 4 game. This class allowed us to break the game down into basic code we are familiar with such as 2-d arrays and primitive classes.

Mihir was able to write the basic setup of the class such as creating a 2-d array for the board, creating methods such as placeToken - the method used to insert a token from the top of the board to the bottom most level it can go. He was able to work on a part of the setToken method - by helping to calculate some of the out of bounds, and other cases.

Vivek wrote much of the 4-in-a-row strategy, which was a large portion of the program. He completed most of the setToken method, and worked with Mihir to write some helper methods in the class. Vivek also created the other classes for the project such as the boardPanel, the computer and human players.

Overall, there was equal contribution.

Problems/Risks: We haven't started on the GUI details, so that could be challenging. There are also some minor details that may change when implementing the structure (for example, will the player classes implement a player interface?). The greatest challenge we still have to face is the offensive strategy, but before that, we have to think about the plan for the other classes

Next Steps: This coming week, the focus will be on developing a defensive strategy for the computer player, and implementing the charmatrix class to the c4game class. Seeing that defensive strategy shouldn't be too difficult, we will continue writing code for the game mechanics such as switching players after each turn, and designing the overall simulation. We will continue reading about GUI, but it is unlikely that we will get there until we have touched everything "non-gui".