

CS 3331: Advanced Object-Oriented Programming, Fall 2023

Homework 4

Name: Joel Martinez	Percent (%): 50
<p>Contribution:</p> <p>The project involved a balanced workload, with half of the effort dedicated to developing the core game mechanics. This included the intricate programming of the OmokGame class, which controlled the game's flow, and the implementation of sophisticated AI algorithms within the AIPlayer class. Additionally, considerable attention was given to managing game states and processing player interactions to ensure a dynamic and engaging gameplay experience as well as the graphical phase and connection of the game flow as a GUI.</p>	
Name: Leon Garza	Percent (%): 50
<p>Contribution:</p> <p>The other half of the project equally focused on creating comprehensive documentation and developing detailed UML diagrams to map out the game's architecture. Alongside this, there was a significant emphasis on simplifying repeated code to improve efficiency and making enhancements to the AI, such as refining algorithms to expedite decision-making processes. This combination of technical refinement and thorough documentation ensured a well-structured and efficiently running game application.</p>	
Total (%): 100	

Signature: Joel Martinez

Date: Nov, 12, 2023

Signature: Leon Garza

Date: Nov, 12, 2023