**Reflection on KBS 2 & 3**

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**What went right?**

Cooperation with the group. Working on the project and learning was done in nice atmosphere and with lots of positive impact on me as a computer science student. Division of work had been done smoothly so everyone had something to work on. At least in my case I had done some parts for project that forced me to get into what others write previously.

**What went wrong?**

I personal find it not that good that I got stuck in engine part and I did not do much of XNA part. That was due to bad coincidence : for first week of KBS 3 I had still been working on transposition table, then I got ill of about two weeks just to end up with broken computer which made me hard to carry on the project.

**What parts of the product did you make or work on during the project?**

Engine:

first function drafts

UI connector

check for winning board state

algorithms: minmax & alfabeta

transposition table

implementation of transposition table

testing of the algorithms

XNA:

sounds

testing

**What would you do differently next time?**

Start working earlier on XNA.

Do not get ill during project.

Had a secondary laptop.