Joseph Thomas

Mr. Peck

APCS Period 2

28 May 2014

Final Project: Connect Four Reflection

I created the AI for this project, and I feel like I could have done a much better job if I had started earlier. In fact, most of the problems in our project stem from our poor time management. My Hard AI is actually quite basic, not predicting what will happen next, so it cannot properly defend against diagonal moves. But in the end of all of it, we made a decent game that works as intended and is relatively bug free. One thing I regret is not making our own gui. This game could have looked so much better in something like our own jpanels. The game runs very smoothly, which is surprising because it was very slow before. We used the structure of our previous gridworld othello project, and this may result in our project looking similar to others, so we lose points for creativity. If I had more time for this project, I would have implemented a much smarter AI, checking more conditions to make it even harder to beat. The medium AI also does not work properly because it picks a less favorable move on purpose, but to a human it would seem like an obvious move to make even if it was a really bad player.