## The project

I didn’t like the project when we began with it because we had already used the minimax algorithm on Tic Tac Toe so I didn’t think it was too much of a challenge. Afterwards implementing the game was more difficult than we expected because of the moveable tiles, also our engine wasn’t so fast so we had to find things where we could speed things up and that wasn’t that of a fun task. After the first 5 weeks it got more interesting because we finally got to play with XNA and the game really started to take some shape.

### Good points

The communication was good in our project group but that wasn’t that quite of a hard task since we almost worked everyday at 8:30 am. It was also fun to work with the group and there were no issues between project members.

### Lesser points

Because at the start everybody was working on the engine and everybody was doing things the code didn’t make sense after a while to me because so much had changed for zobrist hashing or to speed things up. Also there was no documentation so you had no good overview of how the engine worked but luckily there were good comments in the code.

## Personal attitude and contribution

### My contribution to the project

I started out by implementing the game “Karo” in the engine so I helped created the needed structs, variables, the board representation but also helped with some functions to check if a move is valid and how to do a move ( which were modified to speed things up later ). For the minimax I made the move ordering and the evaluation function, I also tried to implement the killer move heuristic but that didn’t work out to well because I didn’t get the whole idea and I couldn’t find proper examples online. Later on I made the menu for the XNA part, I made several changes to implement the gamestates and I made the technical design of the engine. Because I have been taking a strong medicine during this semester, I regularly had to visit the hospital and some days I was really tired and sometimes nauseous ( side effects of the medicine ). So sometimes I did come a few hours later than we had scheduled and it was hard for me to keep up with the rest later on because I missed some lessons of XNA and AI but I did manage to keep up with the project and I think I’ve done enough to have an equal share for this project although the rest has more hours than me.

### My role in the project

I did not had a particular role in this project, only Ilian had a role but we didn’t even have to discuss who was gonna do what, all members just checked what had to be done and what could be optimized. And if there were questions you could ask the member who programmed a function or something to explain it you directly.

### Group contribution

I only skipped one day but started some days 1-2 hours later but that’s the best I could do and I think everyone has done an equal share to the project.

### Personal qualities and development points

Personal qualities that showed during the project are:

* Perseverance: Even though I was really tired most of the time and I wasn’t able to follow most of the lessons I kept up and managed to still successfully end this minor and the project.
* Independence: We did not have to divide the tasks so basically you had to find yourself a new task or else you’ll end up do nothing. When I was done with a task I always start finding new things to do.

Development points are:

* I could’ve mailed more about when I had to go to the hospital because sometimes I forgot to mail them and I texted the group in the morning I had to go to the hospital and so that I was coming later even though I was able to tell them much earlier.

### Group qualities and development points

Qualities of the group that showed during the project are:

* Good teamwork.
* Communication.
* Fun.

Development points are:

* Finishing touch.