## The project

This project wasn’t as much fun as the 2D scrolling game (Project: HackSlash). When we started with the game engine we thought that it would be ‘easy’ because we allready had all the code for the alpha-beta/minmax algorithm. But after a couple of days we found out that it wasn’t as easy as we thought it would be. The static evaluation function and the loads of moving options for each pawn made it very difficult to create a good AI-engine.

### Good points

In this project the teamwork was again very good. We were very well organised and Ilian took a bit more responsibility as project leader, this made the communication between the team members better then last time.

In the last project we didn’t have any comments in the code. This time more teammembers wrote comments in the code and this made it easier to work and edit the code other members wrote.

### Lesser points

This time there was absolutely no documentation on forehand and this made the development of the AI-engine and game a bit difficult. Also it was hard to find out in the end which functions we are still using and which functions are not in use anymore.

## Personal attitude and contribution

### My contribution to the project

During this project I worked hard in the first few weeks and did a bit less in the last few weeks. For the AI-engine I wrote the start of the minmax algorithm with alpha/beta prunning and worked very hard to get all the DoMove and UndoMove functions. We had a lot of problems with the moveable tiles and putting them back in the UndoMove. After finishing these functions I worked with Lucas on the optimalisation of the engine. In the 3D engine I worked on some global things like the optimalisation of the menu, FPS printer, camera (POV, position) and some other functions.

### My role in the project

Like the previous ten weeks of this project I wasn’t the project leader. In this project we didn’t devide the roles, only Ilian had a role as project leader. I helped others where needed and for the rest I was developer myself.

### Group contribution

Due to working on school with the whole group together we all had an equal share in programming the application.

### Personal qualities and development points

Personal qualities that showed during the project are:

* Trustworthiness;
* Punctuality;
* Neat (comments in code etc.).

Development points are:

* Keeping track of working hours;
* More recreation during work.

### Group qualities and development points

Qualities of the group that showed during the project are:

* Good teamwork;
* Communication.

Development points are:

* Finishing touch.