## The project

At the start of the project we thought it would be a lot of work to get a good performance for the engine, after a while it started to look like a pretty good engine. But when we implemented the moveable tiles al the performance went down. After a while we now have a pretty good performance. If I look back at this project, then it was a really dull project. Because the requirements are very narrow there wasn’t much room for creativity, to be honest I’m glad that this project is finished.

### What went good

We had the same team as we had with project ‘Hackslash’. The project went just as good as last time. But this time we had a bit more communication about who was working on what. That way everyone knew what they could continue doing. As always we worked schooldays from 08:30 till approximalty 16:00 a 17:00. This gave us a great headstart and this way there was no stress around the date of the deadline.

### What didn’t went that great

Because this project wasn’t as much fun as the ‘HackSlash’ project we all suffered a lack of motivation. We liked the creativity that we could expres in the other project, because there was no room for this in the Karo project we all didn’t always know what to do.

Also sometimes the communication had its flaws, we didn’t always know if someone was late or when he wasn’t available for a day. This went better at the end of the project.

## Personal attitude and contribution

### My contribution to the project

My contricution in the main lines as stated below.

Engine:

* Enumerations that can be used by c#;
* Implemented the board with a border;
* Handling of the messagelog;
* Insertionstate of the computer;
* Returning possiblemoves through the wrapper;
* Created arrays for possiblesteps and jumps;
* Zobristhasing;
* Boundairies of the board, what is the top,left,bottom and right boundairy of the tile.
* Optimalisation throughout the whole engine.

TestGUI:

* Drawing the bord;
* Drawing al the possiblemoves;
* Showing the messagelog;
* Moving a pawn on the board;
* Inserting pawns on the board.

XNAGUI:

* Clicking a 3d object;
* Insertionstate, pieces are on the side of board on the start;
* Highlighting the places where you can move to with a moveable tile;
* Create the moveTo classes for the pieces and tiles;
* Created calculations for moving tiles;
* Connected the pawns to a tile;
* Drawingorder of the room ( lamp1 and lamp002)
* Internetradio.

### My role in the project

We did not divide any roles during this project, most of the time I focused on the engine and helped others when there was need for this.

### 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;
* Thinking in terms of solutions, not in problems;
* Responsible in terms of working at home when I can’t work at school for some reason.

Development points are:

* Punctuality (when working on a project that’s not fun).

### Group qualities and development points

Qualities of the group that showed during the project are:

* Good teamwork;

Development points are:

* Finishing touch.