## The project

I started this project with less knowledge about gaming AI than the others. This was because I had not actively followed the previous courses. This led to me having to understand the subject matter first before I could really contribute, which was time consuming. This project wasn’t the most entertaining one either, lots of dry programming work. You could spend hours on a piece of code and get minimal results from it, not really motivating.

### Good points

We had decent communication between all the group members, it was clear from the start who was working on what. It helped that the project had easily dividable chunks of work.

### Lesser points

We started programming like we were back in first year, no pre setup documentation. We didn’t do anything like a plan of approach, functional design, technical design and no test plan in the end. This led to a chaotic work atmosphere and code. In the end we had lots of code that wasn’t used anymore and no concrete plan to start with. We just used the minmax algorithm from a previous lab assignment and winged it.

## Personal attitude and contribution

### My contribution to the project

In the engine part of the project I focused mainly on creating and improving the evaluation function that our engine used to assess the current board situation. Finding a good scoring system for a game we weren’t awfully familiar with provided a challenging task and I’m still not satisfied with the result.

I also did some work on the move ordering in the engine.

For the XNA game I started with displaying the board using the models provided with Sebastiaan. I then added the communication to the engine, allowing the computer to play vs itself. I made the engine multithreaded and added a computing animation.

### My role in the project

Basic developer, we didn’t define any special roles. We were all equal, although some people more equal than others.

### Group contribution

We all worked the same hours on school. Some progressed faster than others but I think we all put in the same effort

### Personal qualities and development points

Personal qualities that showed during the project are:

* Communcation skills
* Adaptation
* Picking up new knolwedge

Development points are:

* Keeping motivated

### Group qualities and development points

Qualities of the group that showed during the project are:

* Good teamwork;
* Communication.

Development points are:

* Finishing touch.