## The project

The first part of the project (the engine) was a bit boring compared to the other projects. Unlike the other projects there wasn’t the satisfying feeling when you completed something. Where you could actually see your changes in the other projects, with the engine you could code all day and not even notice any difference, even though you actually did improve the code. Disregarding that it was a pretty nice project, it required you to really think about how you’d get your engine to work and how you could optimize it.  
The second part was a bit more fun, because once again, you could actually see your changes. It was a good thing we already finished the engine at that point so we could focus on just one thing at the time. The XNA part wasn’t as hard as we expected so we had a bit of time left to do some fun extras.

### Good points

Once again everybody wanted to make the project a successful one. This resulted in everybody doing their part and helping others where they could. Another good point this project was everyone’s ability to find something to do. As a the project leader I really didn’t have to tell anybody what to do, everybody knew what had to be done and once they finished something they’d start working on something new.  
Even though we didn’t make any designs I think we did a pretty good job working relatively efficient.

### Lesser points

One of the lesser points this project was our motivation to continue improving the stuff we made once we were done. Once we finished all the requirements we didn’t really feel the drive to continue working on it and make it even better like we did at the scrolling game.

## Personal attitude and contribution

### My contribution to the project

In the engine part of the project I started working on the ValidateMove, DoMove and UndoMove methods. Later on I switched to the implementation of the transposition table and the hashing of the board. This gave some problems since we tried to move the board to the upper left corner before hashing it to prevent the same board situation from appearing twice in the transposition table. After that I started optimizing the code in the engine, mainly the evaluation methods.  
At this point in time we started working on the XNA part of the project so decided to start working on the custom model processor and the possibility to click on a model to select it. After that I worked on undoing the move and improving the pieces movement/rotation.

### My role in the project

We didn’t really assign any roles this project so we pretty much just used the same roles as the previous project. This meant I once again was the project leader. Even though I was the project leader I didn’t really do a lot of managing. Everything pretty much went the way it should and the only thing we had to organize were the times we’d work at school (which were pretty much the same every week). Beside the role of project leader I, like everybody else, was a developer.

### Group contribution

Everybody in the group tried to make the project as good as they could. When working on the project we all were at school so everybody made same hours. Even though we all worked at school all the time, most of the time we were with a smaller group than the original six members. Mostly because of illness, oversleeping or other personal problems.

### Personal qualities and development points

Personal qualities that showed during the project are:

* Trustworthiness;
* Flexibility.

Development points are:

* Commenting code;
* Higher productivity.

### Group qualities and development points

Qualities of the group that showed during the project are:

* Good teamwork;
* Communication.

Development points are:

* Finishing touch.
* Better attendance