## The project

The second part of the game was more interesting than the first part. When we started with the game I thought that it wouln’t be easy but everything went good. There were some tricky parts but after a few days we found the solution. After all it was a fun project to do, the teamwork went great. And I think the final product is fine.

### What went good

In this project the teamwork was good. We were very well organised and our project leader took a bit more responsibility, this made the communication between the team members better.

In the first week we made a lot of progress that gave us a lot of advantages, we were well ahead of schedule.

### What went not so good

We didn’t create any documentation so it was difficult to communicate to a team member who hasn’t seen the code before.

The communication at the end of the project could have been better.

## Personal attitude and contribution

### My contribution to the project

This project is separated in two parts, the first part we developed the engine. For the engine I wrote the winner and a part of evaluateNumRows functions after that I did make a start at the transposition table and the hashing of the board and of course some optimalisations. the second part of the kbs was designing the front end of the game. I spend most of the design work ing 3ds max. besides designing I put the models in the game, helped with moving and flipping and did some grobal functions.

### My role in the project

We didn’t devide teamroles but most of the time I worked on the xna and 3dsmax part of the game.

### Group contribution

Most of the time we worked at school, so everyone has a equal share in programming the game.

### Personal qualities and development points

Personal qualities that showed during the project are:

* Trustworthiness;
* Flexibility;
* Solutions.

Development points are:

* Punctuality.

### Group qualities and development points

Qualities of the group that showed during the project are:

* Good teamwork;
* Communication.

Development points are:

* Finishing the product.