# TEAM: KUMLADI
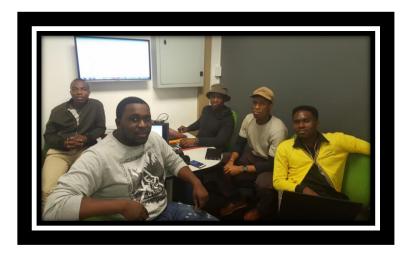
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## PROJECT

AI Game playing agent (pacman)

## PROJECT CLIENT

RETRO RABBIT

## TEAM MEMBERS

- Melvin Zitha
- Nathan Ngobale
- Nkosenhle Ncube
- Nkosinathi Mothoa
- Kamogelo Tsipa

## TEAM PHOTO

# Technologies used:

*Java
*C++
*Java IDK
*Computing device

The objective of this is to make a game that is able to grow and more espeicially dominate other creations of the game so the games platform will be done with Java but will have C++ as an underlying backbone. Since C++ is faster than Java it is bound to always yield faster results in which decisions have to be made by the game agent.

Java IDK will be used to simulate the graphic features of java in the instance of running the game to visually see the graphics.

This can be further seen by the deployment diagram below:
#zzz

# Development methodology:

In our first meeting all of us had marked down the days in which all deadlines are due and had schedualed a live meeting 3 days in advance so we can all meet up and get a hands on experience as to that everything is running smoothly as well as to brain storm ideas as meeting up as a combined front helps the product as team work makes the dream work.

While we are not together we will utilize several online platforms to communicate with eachother these including skype, whatsapp and slack for discussions.
And for development we will be able to monitor eachothers work on google docs, as well as github.

We consider our client to be a member of our team , in the scenario of a restaurant and them being clients. As they provide us with either abstract or

concrete specifications and we will not only reach them but surpass them by all of us contributing unique ideas to improve the specifications.

We intend to have an interaction with the client once a week this will be via e-mail if this is an issue that needs clarity on just a small issue, but for briefing that weekly interaction will take place in the form of a meeting, most probably on the Retro Rabbit grounds as it is stated a place for work on their grounds has been extended to us.

Before this interaction will take place, we will sum up all of our progress, in order to identify where we are now, path way to get there and reviewing our current methods of progress to formulate a collection of questions to take to our interaction.

During these encounters all of our questions, hypothesis and debates can receive more clarity and if need be correction.

# Details on teammates:

## Melvin Zitha
- Programming languages: C++, Java, JavaScript
- Web design
- Concurrent programming
- Quality Control Analysis

## Nathan Ngobale

- Programming languages: C++, Java, Javascript, PHP, Phython
- Concurrent Programming
- Net centric Computer Systems
- Computer Organisation and Architecture
- Data structures and algorithms
- SQL Database
- Good at mathematical based code

Currently a student in computer science studying AI in the form of cos314 which will come into play here when neural networks, decision trees, training of the agent is to be conducted.

## Nkosenhle Ncube
- C and C++ programming
- Java programming
- Assembly programming
- Web Design

- Critical thinking
- Time management

kamogelo Tsipa
Nkosinathi Mothoa

- Database Design and Implementation
- Concurrent Programming
- OO Programming
- Software Design Patterns
- Data Structures and Algorithms knowledge

Programming Languages – C++/C, Java (FX, Swing, Android Development)