Neel Verma

OPL Milestone 2 Log

Due Date: 09/25/18

Dr. Amruth Kumar

09/19/18:

* Fixed up a few edge cases/bugs.
* (3 hours)

09/21/18:

* Implemented serialization to file.
* Allows user to save the game and specify the name.
* (2 hours)

09/22/18:

* Implemented loading from a file.
* User can specify which file they want to load from.
* (8 hours)

09/23/18:

* Code refactoring.
* Improved code re usability.
* Abstracted most of the human into the player so that generic actions can also be used for the computer.
* (4 hours)

09/24/18:

* Abstracted all input operations into the InputHandler class, as they are more appropriate there.
* Started work on the AI. Generated all possible capture moves for every card in the hand.
* (2 hours)