**Outline of the final group report**

**Chapter One Introduction (Huiguanqiao) (600)**

What is Xiangqi?

What is Advanced chess?

Introduction of the project

The goal of the project

A brief introduction of the technique used in the project

The content in the next following section

**Chapter Two SRS (Feng yuan) (400)**

Software Requirements specification and summary of what was achieved

* Specification
* Achieved

**Chapter Three Software Design and implementation**

3.1 The design and implementation of engine & thread **(Yuan Meng) (1500)**

Including: The license issue, Components, How the engine works (how it achieve the requirements and the explanation of the engine algorithms), update compare with the one in the interim report, A list of all major system components, which of these were written by the group and where the others come from, and an overview of the developed source code hierarchy

3.2 The design and implementation of desktop version user interface **(Baohan) (1500)**

A list of all major system components, which of these were written by the group and where the others come from, and an overview of the developed source code hierarchy, update compare with the one in the interim report, etc.

* Desktop Interface uses Swing to build frame, high level? Who knows
* Differences
* Thread running with engine
* Still need to improve

3.3 The design and implantation of the android version user interface **(Quyu) (1500)**

A list of all major system components, which of these were written by the group and where the others come from, and an overview of the developed source code hierarchy, etc.

Chapter Four **(Sun Qiwei) (1000)**

Testing and evaluation the engine (approaches used for testing and evaluation)

* Test methods and why?
* Test process
* Test result and correction
* Evaluation (real people and why 因为我们的project强调人和引擎下棋的互补，所以要做真人test， 大概这个意思)

Chapter Five **(Feng Yuan) (800-1000)**

Reflection of the group project (in technical and project management aspects)

* Reflection
* Technique
* Research 不充分engine(license，运行慢的，研究程序复杂的bitboard，浪费时间，不适用于中国象棋)，好的点：快速搜索
* 设计的时候，没有跟SRS 很好的结合，考虑的很细致，结合实际，设计的user friendly
* UI：design，早一点开始做android

Appendix:

Meeting minutes **(Feng Yuan)**

Description of how to test the desktop and android version are tested (Test cases, example outcome) **(Sun Qiwei)**

A user-manual (desktop and android version) **(Huiguanqiao)**

**Draft DDL：April 14, 2016**

**Requirements of the final report in the handbook**

The Final Group Report should be 7000– 8000 words (around 20– 25 pages; excluding any appendices). It is due at the end of the project. Each group must submit one such report, written as a group. The report should be a self-contained, updated, and expanded version of the Interim Group Report less parts that are no longer relevant.

Important! The report must be self-contained. In particular, the report must not assume that the reader has read the Interim Group Report prior to reading the final report. Nor is it appropriate to include the Interim Group Report as an appendix.

In particular, the Final Report should include:

Updated design of the system and its user interface.

Discussion on the implementation and testing of the system. This must include a list of all major system components, which of these were written by the group and where the others come from, and an overview of the developed source code hierarchy

Summary of what was achieved, referring to the stated requirements.

Reflective comments on the success of the project, both from a technical and a project management perspective, including group working issues etc.

An appendix giving a description of how the developed system was tested (test cases, example

outcomes, etc.)

Minutes: Minutes from all formal meetings should be submitted as an appendix.

A user-manual (if appropriate) should be included as an appendix. Excerpts of the developed code can be included in the report for illustrative purposes, but any lengthy excerpts should go into the

appendices.