Learning Wizzard Project diary

Our project started in the exercise on the 24.10.2019.  
We brainstormed for a while to come up with good ideas. We knew we wanted to do something with machine learning/ Artificial intelligence.

We considered to implement the following Games and let a machine learn how to play them:

* Connect 4
* Chess
* Battleships
* Snake
* Black Jack
* Wizzard

The last one was a flash of inspiration and both of us immediately took a liking to it.

The rest of the exercise we started to think about what tools to use, how to coordinate and also started with our first UML Diagrams, Use-Case to be specific.