

Plan of the second report :

The next report will be composed of the global Architecture for our Software, diagrams describing it, software we will use with reasons. This will be the basic structure of our program. We will go deeper in this Architecture in the December report, so we need to stay general (No UML). If we have time, we will be able to compare mutexes, parallelizations, strategies.

Plan of the second report (specifications report) :

Abstract (Prateek)

1. Introduction (Dan)

2. Methods

1. Parallelization Method (Mikail)
2. MCTS (Benoit)

3. General architecture (Gabriel review)

1. Behaviour of the game (Gabriel) with Use Case Diagram
API: User Interface (Prateek)

4. Software solutions

1. OpenMP (Benoit and Baptiste)
2. OpenACC (Baptiste)
3. MPI (Mikail)

5. Conclusion (Gabriel)