Plan of the second report :

The next report will be composed of the global Architecture for our Software, diagrams describing it, sofware 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. General architecture (Gabriel review)
1. Behaviour of the game (Gabriel) with Use Case Diagram
2. API: User Interface (Prateek)
3. I/O (Dan)

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

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

5. Conclusion (Gabriel)