CSC420 – Progress Report[1]

Make a copy of this progress report, then complete it. Submission instructions and a grading rubric are included below.

Your name: Sam Villahermosa

Date: Feb 21, 2023

Progress Report

- **Accomplishments**: What did you accomplish since the last class meeting, the last progress report, or since you started the project? If you didn't complete anything since the last report, enter **N/A**.

  > Last class meeting, I looked into creating classes in Java and now I created a tile class which will eventually be turned into a chess board of 64 tiles. I have also started working on a piece class and created subclasses for each of the pieces, defining their behavior according to the rules of chess. So far, I have the pawn, rook, knight, and bishop pieces.

- **Future Goal**: What do you plan to accomplish before our report? These plans should be related to roadblocks or discussion points. It you plan to change direction, explain why.

  > Until the next report, I plan to continue working the subclasses for each piece and combining them to work with the tile class. I plan to have the tiles be able to detect the pieces and know when a tile is occupied or not. I also hope to work a little bit of the GUI so that I can have a visual representation of the game.

- **Challenges**: What are your current roadblocks?

  > My biggest roadblocks are not knowing proper syntax, structure, and elements of Java programming. With my current skills and knowledge, I am limited with what I can do and hope to accomplish. For example, I had a difficult time creating the pieces class and taking that to form subclasses. Furthermore, syntax like extend and override was a new concept to me. To overcome these roadblocks, I have continued to study OOP in Java and looking at example code to understand how classes are written and implemented.

- **Desired Discussion Points**: Do you have any desired discussion points that are not related to roadblocks?

  > I used Eclipse IDE instead of the IntelliJ IDEA because IntelliJ required money to have full access to the tools. I am learning how to work Eclipse IDE and looking at other projects that were created using Eclipse so that I get a better understanding of how to utilize the program.
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  > I think that creating the GUI might be harder than I initially thought since I am unfamiliar with how it works and where to get started. With that being said, my progress has been slower than anticipated and I am unsure if I am able to create a chess AI in time.

Submission to your Project github repository
1. Download the completed report as a PDF

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[1] This progress report is based on a Weekly Progress Report created by Dr. Nakazawa for CSC493

2. Give your PDF a unique name, for example: ***2023-02-21-progress-report.pdf***, obviously change the date as appropriate.
3. Add the PDF to your Project github repository, add it, commit it, and then push it by the due date listed in Moodle.

Rubric:

The following rubric will be used, but they might change as needed.

Accomplishments (3 points)

1 point for a general description of progress, 2 points for specifics on progress, 3 points for specifics AND referring to previous targets and explaining how currently accomplishments build on previous ones.

Challenges (3 points)

1 point for mentioning there are roadblocks, 2 points for specifics, 3 points for specifics AND what was done already to try to overcome them.

Desired discussion points (2 points)

1 point for at least one relevant discussion point as a general question, 2 points for relevant discussion points with specifics

Future Goals (2 points)

1 point for concrete future targets (i.e. "working more on the project" is a zero, but "working on getting component X to interface with component Y" suffices), 2 points for tying in the targets with what was hopefully discussed in the meeting.