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: March 14, 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 progress check I worked on creating the GUI and thought about creating an "AI" to play against the user. I finished creating the GUI, adding sound, and a computer opponent for chess. I also worked on chess promotion for the pawn pieces. The code is mainly finalized with most of the features and it is now a playable game.

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

  > I want to improve the GUI and add features like an about screen that explains how to play chess and how each piece moves. I would also want to create an option for a timer and the ability to decide which opponent the user would like to face (computer or player 2).

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

  > The roadblocks I encountered were mainly GitHub issues. I worked on this project on my desktop and when I transferred it to my school laptop I had a lot of issues. One of the issues was that Eclipse wasn't recognizing my main function, so the program wouldn't run on my laptop when it would work perfectly on my desktop. Eventually, I got the program to function and now I am working on making it look better. The graphics changed when I went from monitor to laptop screen and made the pieces look blurry and pixelated.

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

  > The chess ai is not smart. It makes random moves, making it very easy to win. I would need to do more research on better ways to program the chess ai to make better decisions.

Submission to your Project github repository

1. Download the completed report as a PDF
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.

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

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.