

Project Vulpix

Weekly Progress Report #1

1/31/19 – 2/5/19

This weekly summary report for the second week of Project Vulpix will describe the progress of the team as well of each individual member. It will also describe what is planned for next week.

During the second week of this semester we continued our sprint, keeping ahead of schedule. Andrew continued adding features to the game engine. Chris began refactoring the code base for the engine. This is done to try to find problems early and make sure all code is understood by more than the person who wrote it. A sort of peer code review. Andrew and Chris spent time pair programming to hash out some problems with the basic logic and structure of the game engine.

These problems include

- How to create card objects
 - Card Class vs Dictionary
- How to store data for use in the game engine
 - Remote database vs Local database vs Directory of individual files

After the team unanimously decided to use Monte Carlo Search Tree (MCST), Adlene has been studying it more in depth. He also introduced himself to the PCTG game to understand how it works even more which helped him have a better idea on how the AI is going to function. Additionally, Adlene has been focusing on figuring out how the MCST is going to reflect on the game so the team can follow the right path implementing the tree in a later stage. In the meeting, he explained to the team the statistical concept of the MCST and how different decisions can affect what future possibilities are for many steps ahead using an evaluation function. Also during this week, Matt and Adlene has been working on finding the right tools for creating and populating the Database for the application later on.