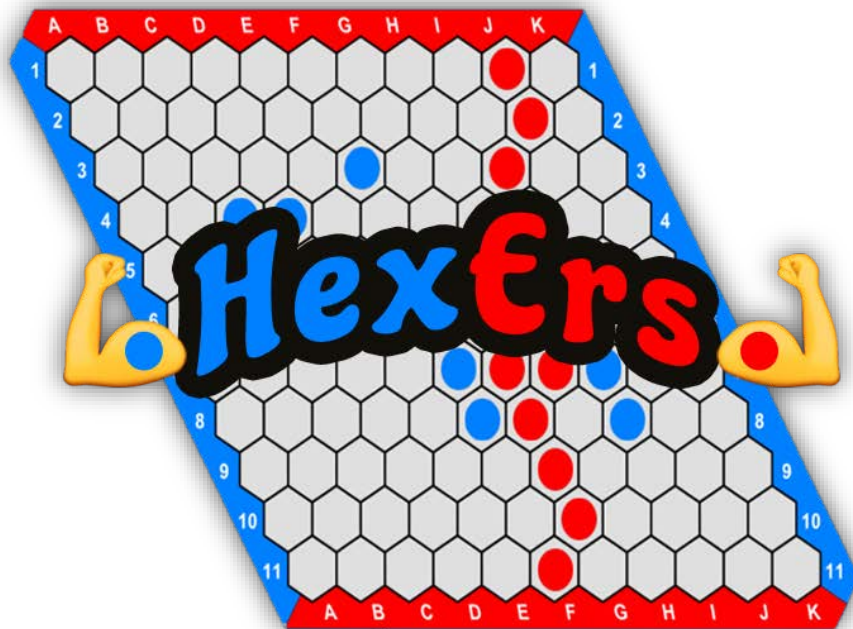




*CMPN402 – Machine Intelligence*



# INTERFACE AND DOCUMENTATION TEAM REPORT

## Introduction:

This document includes final interface and documentation team progress and meeting minutes.

## Progress:

The interface team main task was developing a good GUI for the project. We decided to use Unity game engine as our main tool to create a high quality GUI.

We first searched for an appropriate Hexagon model, and then we designed a small one and created copies like it forming the whole board and also made a smaller colored hexagons to be put in the larger ones as tiles. The next step was to implement animation for the movement of the tiles when the player click on a certain place to put them, we used a combination of the animation features in unity and scripts to create them. Finally we needed to make a main menu to start the game and change the settings.

The final step was to create the game menu; the menu consists of 3 main sections. The first section is the main menu that has "Play", "Settings" and "How to Play" buttons, the play button transitions us to the second section where we can choose the type of the game if It would be Human Vs Human or Human Vs Computer or Computer Vs Computer. Then the player should set the name of the Human, whether want to have a swap option and whether want to make the Human play first. The Second button which is the "Settings" transitions us to choose the background of the game. The Third button which is the "How To Play" transitions us to the instructions of the game.

## Meeting Minutes:

<b>Date</b>	<b>Purpose</b>	<b>Outcomes</b>
<b>25/3/2017</b>	<b>Decide on the tool to be used and the tasks to each member</b>	<b>Using Unity3d to implement our interface</b>
<b>1/4/2017</b>	<b>Discussing the final agreement and any possible changes with the leader</b>	<b>Final model of how the GUI will work</b>
<b>20/4/2017</b>	<b>Follow up meeting to check progress and distribute documentation tasks</b>	<b>Progress registered and tasks distributed</b>
<b>5/5/2017</b>	<b>Submission of final 3D model to integration team and finishing final documents</b>	
<b>12/5/2016</b>	<b>Final review and submission of GUI</b>	