August 27th: spent 3 hours choosing a subject, talked about subjects about AI and games, but ultimately chose game theory (with stuff like sugar rockets and elephant’s toothpaste as backup subjects)

August 28th : spent 2 hours restarting the conversation from the 27th about our topic

September 5th: spent 1.5 hours choosing and discussing game theory problem

September 8th Cas spent 5 hours brute forcing a solution to chomp

September 9th Cas spent 3 hours finishing his solution to chomp

September 12th Cas spent 2 hours trying to understand flippo

September 26th: spent 1.5 hours choosing a CodeCup problem and making a start in planning

September 30th till Oktober 20th : Cas spent a bit of time on researching and practising solving sudoku`s: Total = 4 hours. Victor spent time searching for the best Framework and setting up the Github repository and adding everyone 4.5h

Oktober 10th : meeting discussing progress 1h

Oktober 28th till Nov 3rd : Stijn spent 30 min each day researching sudoku techniques (3.5 h)

November 3th : Victor made the first commits to the repository, made the sudoku grid and the possibility of making moves 6h

November 6th : Stijn spent 2 hours learning simpler techniques that could be of more use

November 12th : Cas tried to start on algorithm but couldn't manage the errors 0.5 hours

November 17th : Stijn spent 1.5 hours exploring backtracking and if it could be of use in the code

Dec 20th : Stijn spent 0.5 hour creating a final draft of the algorithm on paper

Dec 23rd : Stijn spent 2 hours on starting of algorithm

Dec 24th : Stijn spent 1 hours fixing errors from 23rd and creating new ones  
Dec 26th : Victor added possibleValues to each of the cells in the repository and added a header 3h

Dec 27th till Jan 5th : Stijn spent every day roughly 1 hour on trying to get algorithm to work (9 h total)  
Dec 28th : Victor Made the grid size flex with the window's size 1,5h

Dec 29th : Victor added an algorithm to check if a uniqueness claim is valid or not, updated the ui to show the possibleValues in each cell and updated the ui to show moves that lost the game in red 6h

Dec 30th : Cas tried once again to start his algorithm, but failed 1 hour; Victor fixed bugs in the rules class as well as making the game pausable with a button on the header 4,5h

Dec 31th : Victor tweaked multiple classes to add new features and remove unnecessary properties 1.5h

January 1st: Victor added a collection to keep track of all the turns that were made, to pass them on to the algorithm, also updated the ui to show the turns that were made by the 2 players 3h

January 2nd: Victor added a number to represent the move in the ui. Fixed a bug where the game would mark the wrong player as losing, implemented the functionality of passing the collection of moves to the algorithm. Fixed a bug where the x and y coordinates were reversed. 6h

January 3rd: Victor made the ui show who has claimed a unique solution, and show the turn in red if that claim is incorrect. 1.5

January 8th : Stijn spent 1 hour on starting the report

January 9th : Stijn spent 1 hour creating front page report and basic index

January 10th : Stijn and Cas spent 1.5 hours finding the code of the CodeCupwinners

Cas tried to start on his algorithm, but there were still too many errors 1 hour

January 12th : Cas & Stijn spent 1 hour on report and improving index January 16th : Stijn spent 1 hour report

January 17th : Victor completely overhauled the current ui, adding a completely new viewmodel to make all the code less complex and more robust. 8h  
  
January 18th : Victor added the ability to select the algorithms fighting each other. Added a human player algorithm which can make moved trough the list of turns on the right (made possible by the new viewmodel) 8h

January 19th : Victor locked the ability to change algorithms while the game is running and fixed an issue with the human not being able to make moves. Lastly made a change to only show the move after the human has confirmed his choice. 4.5h

January 20th : Stijn spent 2 hours on report. Victor: fixed some bugs, updated the extensions to make it easier to convert string coordinates to xy coordinates, and the other way around. Also added a summary to explain how these extensions work. 4,5h

January 21st : Stijn spent 4 hours on the report. Victor fixed the turn.ClaimUniqueSolution property 1,5h

January 22nd : Cas & Stijn spent 1 hour on the report

January 23rd : Stijn spent 2 hours on the report

Cas spent 4 hours Getting started on his algorithm

January 24th : Stijn spent 4.5 hours on finishing everything from the report except the code analysis and conclusion

Cas spent 2.5 hours trying ot understand github and working on his

algorithm

January 25th: Guus spent 5 hours working on an algorithm for the Sudoku game

Stijn spent 4 hours on start code analysis and rewriting of yesterday

January 26th : Stijn spent 3 hours on index links, proper structure and code analysis

January 27th : Stijn spent 2 hours on code analysis

Cas spent 3 hours working on his algorithm

January 28th : Stijn spent 3 hours on finalizing code analysis of the interface

Cas spent 3 hours adding the possibility variable and having it work

January 29th: Guus spent 1 hour working on an algorithm for the Sudoku game,  
 Meeting to discuss final progress and determine if everyone will be content with their result.

Stijn spent 2 hours starting algorithm analysis and writing a short draft for  
 what he wants in the conclusion.

Cas spent 3 hours Perfecting previous code  
 Victor Added algorithmC and started working on his own algorithm 6h + meeting

January 30th: Guus spent 3 hours trying to find out how to properly clone the damn turns into his own list (it’s hard ok?). Didn’t succeed. Victor kept working on his own algorithm. Fixed a bug where claiming a unique solution without making a move would result in losing, and added a extra rule to check if a move would make the sudoku impossible to slove. 6h

Also spent 1.5 hours trying to figure out how to push the existing algorithm to GitHub (apparently I don’t have a text editor…?)

Stijn spent 7 hours adding a conclusion and doing the algorithm analysis for all three algorithms and finishing the time table and all the other finishing touches

Cas spent 8 hours Making his code actually work

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| naam | Cas | Guus | Stijn | Victor |
| August 27th | 3 | 3 | 3 | 3 |
| August 28th | 2 | 2 | 2 | 2 |
| September 5th | 1.5 | 1.5 | 1.5 | 1.5 |
| September 8th | 5 |  |  |  |
| September 12th | 2 |  |  |  |
| September 26th | 1.5 | 1.5 | 1.5 | 1.5 |
| September 30th | 4 |  |  | 4.5 |
| Oktober 10th | 1 | 1 | 1 | 1 |
| Oktober 28th till Nov 3rd |  |  | 3.5 | 6 |
| November 6th |  |  | 2 |  |
| November 12th | 0.5 |  |  |  |
| November 17th |  |  | 1.5 |  |
| December 20th |  |  | 0.5 |  |
| December 23rd |  |  | 2 |  |
| December 24th | 2.5 |  | 1 |  |
| December 26th |  |  |  | 3 |
| December 28th |  |  |  | 1.5 |
| December 29th |  |  |  | 6 |
| December 30th | 1 |  |  | 4.5 |
| December 31st |  |  |  | 1.5 |
| January 1st |  |  |  | 3 |
| January 2nd |  |  |  | 6 |
| January 3rd |  |  |  | 1.5 |
| Dec 27th till Jan 5th |  |  | 9 |  |
| January 8th |  |  | 1 |  |
| January 9th |  |  | 1 |  |
| January 10th | 2.5 |  | 1.5 |  |
| January 12th | 1 |  | 1 |  |
| January 16th |  |  | 1 |  |
| January 17th |  |  |  | 8 |
| January 18th |  |  |  | 8 |
| January 19th |  |  |  | 4.5 |
| January 20th |  |  | 2 | 4.5 |
| January 21st |  |  | 4 | 1.5 |
| January 22nd | 1 |  | 1 |  |
| January 23rd | 4 |  | 1 |  |
| January 24th |  |  | 4.5 |  |
| January 25th |  | 5 | 4 |  |
| January 26th |  |  | 3 |  |
| January 27th | 3 |  | 2 |  |
| January 28th | 3 |  | 3 |  |
| January 29th | 4 | 2 | 3 | 7 |
| January 30th | 8 | 4.5 | 7 | 6 |
| total | 51.5 |  | 68.5 | 86 |