Diluted Coffee

Design Retrospective of the agent:

A major issue which we faced while designing (or writing code) for this project was, “to what level do we abstract away the code?”. The initial thought process was to have a common move generator which could move in all 6 directions to any distance and we’ll place additional limits on the moves based on the piece type. Implementing this proved to be challenging, so we moved to each piece having its own move generator. Implementing staticeval raised similar questions again. Through trial and error, Wikipedia and looking at conventional chess playing bots, we came up with a logic for calculating the evaluation function.

Partnership retrospective:

Krishna Teja:

We spent >90% of the coding time together. Before starting out the coding process, we charted out the whole procedure on paper using block diagrams to make sure we were on the same page. A major issue which we faced while working on the code was merge conflicts. “Solving” merge conflicts always resorted to us taking manual backups and copying code after pyCharm does some shoddy merging.

Vidhya Rajendran:

I do agree with Krishna. Also, please make sure your timelines are realistic. Don’t be an asshole.