Project Log

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| **Date** | **Time** | **Message** |
| Sep 27 | 4:27 PM | Fix rule |
| Sep 27 | 3:35 AM | Read serial file in the order it is displayed |
| Sep 26 | 11:50 PM | Fix bug |
| Sep 26 | 11:43 PM | Fix bug |
| Sep 26 | 11:26 PM | Fix bug |
| Sep 26 | 5:43 PM | Refactor |
| Sep 26 | 5:27 PM | Handle multiple winning moves |
| Sep 26 | 12:05 PM | Refactor and update |
| Sep 26 | 11:57 AM | Fix bug |
| Sep 26 | 11:40 AM | Fix bug |
| Sep 26 | 11:00 AM | Use LF in serial files so that it works on linux |
| Sep 26 | 10:52 AM | Enable compilation in linux |
| Sep 26 | 10:32 AM | Check ahead two moves for capture safety |
| Sep 26 | 9:36 AM | Reformat computer's message |
| Sep 26 | 8:26 AM | Consider distance from center when deciding move |
| Sep 26 | 7:39 AM | Refactor |
| Sep 26 | 7:31 AM | Refactor to use a tuple instead of multiple priority queues |
| Sep 26 | 4:50 AM | Improve algorithm |
| Sep 26 | 4:40 AM | Refactor |
| Sep 26 | 4:30 AM | Show board while announcing Round winner |
| Sep 26 | 3:43 AM | Enable output serialization |
| Sep 26 | 1:55 AM | Add stones to fix error |
| Sep 26 | 1:50 AM | Fix number of stones in case 3 serial |
| Sep 26 | 1:50 AM | Refactor error message |
| Sep 26 | 1:41 AM | Raise exceptions when serializing |
| Sep 26 | 12:33 AM | Enable loading from file |
| Sep 26 | 12:11 AM | Add provided serials |
| Sep 25 | 10:17 PM | Add method to check if round is over |
| Sep 25 | 10:13 PM | Enable initializing round with a board |
| Sep 25 | 8:41 PM | Refactor |
| Sep 25 | 7:43 PM | Refactor and correct |
| Sep 25 | 6:47 PM | Check if opponent can capture |
| Sep 25 | 6:00 PM | Check if opponent wins/scores in a certain place |
| Sep 24 | 8:30 AM | Handle captures when setting stones in the ExperimentalBoard |
| Sep 24 | 8:06 AM | Make computer use strategic moves |
| Sep 24 | 7:38 AM | Refactor |
| Sep 24 | 7:32 AM | Refactor |
| Sep 24 | 7:22 AM | Test and implement is\_opponent\_winning\_move |
| Sep 24 | 6:32 AM | Refactor and update algorithm |
| Sep 24 | 5:51 AM | Make rationale clearer |
| Sep 24 | 5:40 AM | Implement announcing tournament scores after round end |
| Sep 24 | 5:17 AM | Implement round score announcement at round end |
| Sep 24 | 4:29 AM | Implement getting help |
| Sep 24 | 4:14 AM | Fix bug |
| Sep 24 | 4:12 AM | Fix bug |
| Sep 24 | 3:49 AM | Enable human vs human to test strategies |
| Sep 24 | 3:48 AM | Refactor |
| Sep 24 | 3:23 AM | Start implementing strategy |
| Sep 24 | 2:45 AM | Add win\_delta |
| Sep 24 | 2:42 AM | Refactor |
| Sep 24 | 2:37 AM | Add is\_losing method |
| Sep 24 | 1:21 AM | Refactor |
| Sep 24 | 1:17 AM | Refactor |
| Sep 24 | 1:16 AM | Implement history table display |
| Sep 24 | 12:38 AM | Implement MoveHistory for Round |
| Sep 24 | 12:34 AM | Implement Scores table |
| Sep 23 | 11:58 PM | Fix RoundDisplay |
| Sep 23 | 11:37 PM | Format first and last columns |
| Sep 23 | 11:30 PM | Format bottom and top rows |
| Sep 23 | 10:31 PM | Refactor |
| Sep 23 | 10:23 PM | Use fmt/format instead of format for cross compatibility |
| Sep 23 | 8:52 PM | Start implementing RoundDisplay |
| Sep 23 | 6:13 PM | Refactor |
| Sep 23 | 5:31 PM | Display tournament results after end |
| Sep 23 | 4:31 PM | Test algorithm to get pseudo score that's used for making moves |
| Sep 22 | 8:39 PM | Refactor and fix algorithm to get all diagonals |
| Sep 22 | 5:17 PM | Refactor |
| Sep 22 | 4:23 PM | Refactor |
| Sep 22 | 3:36 AM | Remove display to reduce test duration |
| Sep 22 | 3:33 AM | Test and implement awarding points for captures |
| Sep 22 | 3:26 AM | Award 5 points for sequences of at least 5 in a row |
| Sep 22 | 3:19 AM | Test getting score for 5 consecutive stones |
| Sep 22 | 3:04 AM | Test and implement getting score for 4 consecutive stones |
| Sep 22 | 2:36 AM | Fix typo |
| Sep 22 | 2:23 AM | Refactor |
| Sep 22 | 2:21 AM | Refactor |
| Sep 22 | 2:20 AM | Rename StoneSequence to BoardSequence |
| Sep 22 | 2:16 AM | Refactor literals to symbolic constants |
| Sep 22 | 2:02 AM | Refactor |
| Sep 22 | 1:53 AM | Refactor |
| Sep 22 | 1:34 AM | Test and implement getting stone sequences for a particular stone |
| Sep 22 | 12:15 AM | Test and implement getting stone sequences from a board sequence |
| Sep 21 | 11:18 PM | Refactor comments |
| Sep 20 | 6:21 PM | Refactor |
| Sep 20 | 5:59 PM | Refactor helpers header and cpp so that only .h can be included |
| Sep 20 | 5:46 PM | Make computer play random moves |
| Sep 20 | 5:15 PM | Add helper function to select random element from a container |
| Sep 20 | 5:36 AM | Get and validate move from human |
| Sep 20 | 4:51 AM | Implement Round |
| Sep 20 | 3:36 AM | Prepare executable |
| Sep 19 | 12:06 AM | Refactor |
| Sep 18 | 11:53 PM | Test and implement checking if move is a capturing move |
| Sep 18 | 9:50 PM | Prevent test from taking too long to run |
| Sep 18 | 9:44 PM | Test and implement checking if the next move is a win blocking move |
| Sep 18 | 9:23 PM | Try implementing win blocking move |
| Sep 18 | 7:18 PM | Update const qualifications |
| Sep 18 | 7:15 PM | Test and implement analysis of first and winning moves |
| Sep 18 | 6:45 PM | Remove unnecessary semi colons |
| Sep 16 | 4:22 AM | Update rubric with completions |
| Sep 16 | 3:42 AM | Add rubric template |
| Sep 16 | 3:39 AM | Test and implement winning by capturing 5 or more pairs |
| Sep 15 | 4:59 AM | Test and implement winning by 5 in anti diagonal |
| Sep 15 | 4:46 AM | Test and implement winning by 5 in main diagonal |
| Sep 15 | 3:57 AM | Test and implement winning by 5 in col |
| Sep 15 | 3:46 AM | Test and implement winning by row |
| Sep 15 | 2:49 AM | Remove display |
| Sep 15 | 2:44 AM | Test multiple captures |
| Sep 15 | 2:05 AM | Test and implement handling of capturing up and left in diagonals |
| Sep 15 | 1:58 AM | Test and implement handling of capturing down and left in diagonals |
| Sep 15 | 1:53 AM | Test and implement handling of capturing up and right in diagonals |
| Sep 15 | 1:43 AM | Test and implement handling of capturing down and right in diagonals |
| Sep 15 | 12:22 AM | Refactor |
| Sep 15 | 12:13 AM | Test and implement handling of capture above |
| Sep 15 | 12:11 AM | Test and implement handling of capture below |
| Sep 14 | 6:09 AM | Test and implement handling of capture to the right |
| Sep 14 | 5:49 AM | Test and implement handling of capture to the left |
| Sep 14 | 5:33 AM | Update how board is displayed |
| Sep 14 | 4:14 AM | Implement display using the tabulate and fmt libraries |
| Sep 13 | 10:12 PM | Add fmt library for formatting strings |
| Sep 13 | 3:43 AM | Test and implement making moves on the board |
| Sep 13 | 2:11 AM | Test getting the third moves |
| Sep 12 | 2:47 AM | Test and implement getting available moves |
| Sep 12 | 1:02 AM | Ignore IDE files |
| Sep 12 | 12:20 AM | Test and implement getting players from roster |
| Sep 11 | 10:03 PM | Reformat |
| Sep 11 | 9:50 PM | Test and implement Roster |
| Sep 11 | 4:15 AM | Add header guard and reformat |
| Sep 11 | 3:07 AM | Test and implement getting the turn of the next player |
| Sep 11 | 2:45 AM | Test and implement getting total number of stone played on the board |
| Sep 11 | 2:09 AM | Refactor |
| Sep 11 | 2:06 AM | Test and implement get\_no\_stone\_on\_board |
| Sep 11 | 1:57 AM | Refactor |
| Sep 10 | 8:24 AM | Refactor |
| Sep 10 | 7:48 AM | Test and implement getting diagonals |
| Sep 10 | 6:56 AM | Test and implement get\_col method |
| Sep 10 | 6:52 AM | Test and implement get\_row method |
| Sep 10 | 6:24 AM | Rename |
| Sep 10 | 6:22 AM | Refactor |
| Sep 10 | 5:42 AM | Rename test suites and cases |
| Sep 10 | 5:38 AM | Rename |
| Sep 10 | 5:37 AM | Refactor to Position class |
| Sep 7 | 7:51 PM | Comment and refactor |
| Sep 5 | 8:25 PM | Test and implement captured pair data within Board |
| Sep 5 | 4:52 PM | Correct row/column switch |
| Sep 5 | 3:15 PM | Test and implement getting board from serial |
| Sep 5 | 3:11 PM | Fix error in provided serial file |
| Sep 5 | 2:25 PM | Refactor into fixtures |
| Sep 5 | 1:59 PM | Fix bug |
| Sep 5 | 7:50 AM | Test and implement getting scores and captured pairs from serial |
| Sep 5 | 6:41 AM | Compile library as static to prevent linker errors |
| Sep 5 | 4:01 AM | Start working on SerialFile class |
| Sep 5 | 3:27 AM | Add serial file from provided format |
| Sep 5 | 3:20 AM | Add guidelines.md |
| Sep 5 | 3:09 AM | Add description.md |
| Sep 5 | 3:05 AM | Add tests and src structure |
| Sep 2 | 12:05 AM | Update .gitignore |
| Sep 1 | 11:59 PM | Add CMakeLists and check if GoogleTest is working |
| Sep 1 | 11:51 PM | Add .clang-format |
| Sep 1 | 11:51 PM | Ignore build files |
| Sep 1 | 7:57 PM | Initial commit |