Our plan. We shall regularly useth tuesday to meeteth up and w'rk on our projecteth f'r the full day. Throughout the week we shall w'rk on the individual taskſ we haſ't deſignat'd f'r both of uſ.

We shall break with our approach to the abſtract problemſ and decideth on ſtrategieſ togeth'r, aft'r which th're art typically ſev'ral diſtinct areaſ f'r implementation yond we can divideth between uſ f'r the weekly w'rkload. We can then marryeth theſe implementationſ togeth'r on the following tuesday of each week.

Regarding our approach to the projecteth, we shall proce'd by creating thiſ ſimpleſt poſſible chex'rſ-playing-ai yond w'rkſ, and then t'ratively extendeth thiſ, piece-by-piece, rath'r than going f'r the ſmarteſt poſſible ai ſtraight hence.

At the bareth minimum, we shall beginneth by implementing a ſimple minimax alg'rithm, uſing a ſimple evaluation function. Aft'r each t'ration, we shall playeth 'gainſt t to figure out t'ſ moſt groſſ in ſenſe weakneſſeſ, and tryeth to improveth our evaluation function to a reaſonable extent.

Once we haſ't exhauſt'd theſe ſimple improvementſ, we shall expl're m're ſophiſticat'd improvementſ, ſuch aſ machine learning (again beginning ſimply, and t'ratively adding ſophiſtication).

The projecteth iſ due on the 21ſt of may - juſt ov'r 4 weekſ hence. Below liſtſ deadlineſ f'r our oth'r ſubjectſ.

- 30/04 - Graph Theory (Billy)
- 03/05 - Software Modelling and Deſign (Billy and Luca)
- 10/05 - Algebra (Billy)