Plan Iteration 3

Indoor football strategy simulation

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Features

- Simulation
  - Add new events to the simulation.
  - Add nice graphics and audio when specific events are raised.
  - The user should be able to skip a match.
  - The user should be able to run the simulation N times (N can be chosen by the user).
- AI
  - Full implementation of the following classes:
    - ChaseBall
    - KickBall
    - ReceiveBall
    - ReturnToHomeArea
- Interpretation of the results
  - Use the outcome of matches to give the user insight in which strategy is the strongest against a specific strategy.
    - Display the scores and the average win rate.
  - Export results to PDF and CSV.
  - Optionally: Add suggestion for improvements.

Work division

Feature	Assignees
Add new events to the simulation	Alex, Kheir, Tsvetelina
Add nice graphics and audio when specific events are raised.	Alex, Kheir, Tsvetelina
The user should be able to skip a match.	Alex, Kheir, Tsvetelina
The user should be able to run the simulation N times (N can be chosen by the user).	Alex, Kheir, Tsvetelina
ChaseBall	Hai, Thanh, Thao
KickBall	Hai, Thanh, Thao
ReceiveBall	Hai, Thanh, Thao
ReturnToHomeArea	Hai, Thanh, Thao
Use the outcome of matches to give the user insight in which strategy is the strongest against a specific strategy.	Alex, Kheir, Tsvetelina
Export results to PDF and CSV.	Alex, Kheir, Tsvetelina
Optionally: Add suggestion for improvements.	All