

Agenda for meeting on 09-23-2020

Project: 2-1 Play it!

Date: 10/23/2020

Group number: 5

Group members: Aaron Schapira, Ivan Poliakov, Clement Detry, Loris Podevyn, Mathias Yap, Adele Imperato, Guillaume Thirion

Chair: Adele

Secretary: Mathias

1. Opening at 15:00
2. State of the project
 - a. Completed tasks/milestones: UI completed (board + circles for scores), game logic, Marbles selection (UI and Logic), AI (Alpha beta), Home page (Start, contact and rules buttons)
 - b. In progress: Move Listeners, playable game, different AI research.
3. Planning
 - a. Things to finish before the next meeting: Move Listener to finish (move the marbles), fill the triangles on the side when a marble is kicked out, finish the home page settings, research more deeply the AI.
 - b. We have meetings twice a week
 - c. Planning of the complete phase

Description	13.09	20.09	27.09	04.10	10.10	16.10	Who?	Extended description
MAJOR BUILDS / MILESTONES								
Abalon Game								
AI								
Advanced AI								
Researching general AI approach	13.09	20.09	27.09	04.10	10.10	16.10		
Alpha Beta heuristic on monte carlo tree							Loris + Clement + Ivan	
Simulated annealing							Mathias + Aaron	
Genetic algorithms							Adele + Guillaume	
ML/DL							Mathias + Ivan	
AI Application (evaluation function, etc)	13.09	20.09	27.09	04.10	10.10	16.10		
Alpha Beta heuristic on monte carlo tree							TODO	as soon as general approaches are determined
Simulated annealing							TODO	
Genetic algorithms							TODO	
ML/DL							TODO	
Game mechanic	13.09	20.09	27.09	04.10	10.10	16.10		
UML + initialization							All	In progress, established main components
Move correctness checker							Mathias + Loris	
Selection method							Mathias + Loris	
Move method (board update, etc)							Mathias + Loris	
Mouse listener for selection							Ivan	
Converter from global coordinates to local coordinates							Ivan	
Selection processor							Ivan	
GUI	13.09	20.09	27.09	04.10	10.10	16.10		
Menu bar / Menu GUI							Clement + Guillaume	
Move GUI ideas							All	
Move GUI implementation							Clement + Guillaume	
GUI library research							Aaron + Adele + Ivan	Found out that JavaFX contains all the needed components
GUI bug fix							Aaron + Adele + Ivan	
Advanced Graphics	13.09	20.09	27.09	04.10	10.10	16.10		
Marbles regular graphics							Aaron + Adele + Ivan	
Board regular graphics							Aaron + Adele + Ivan	
Marbles hovering							Aaron + Adele + Ivan	
Marbles selection							Aaron + Adele + Ivan	
Board hovering							Aaron + Adele + Ivan	
Board selection							Aaron + Adele + Ivan	
Move animation with threads							Ivan	
Convenient duration (Soft deadline)								
Acceptable duration (Strict deadline)								
Disaster								
Done								

4. Any other business (2 minutes)

- a. From group: Big issues with the set up of the project using IDE.
 - b. From tutor:
- 5. Chair/Secretary for the next meeting. Chair: Clément, secretary: Loris
- 6. Closing at 15:15