Minutes for meeting on 09-23-2020

Project: 2-1 Play it!
Date: 09/23/2020
Group number: 5
Group members: Aaron Schapira, Ivan Poliakov, Clement Detry, Loris Podevyn, Mathias Yap, Adele Imparato, Guillaume Thirion
Chair: Aaron
Secretary: Ivan

1. Opening at 15:00
2. Minutes last meeting
   a. Remarks from group: none
   b. Remarks from tutor: more detailed planning (see below for details)

3. State of the project
   a. Completed tasks/milestones: game UI for the marbles and the board, game logic design
   b. In progress: moves processing (mouse listener + rules application), move GUI (design + implementation), advanced graphics (hovering and selection of the marbles)

4. Planning
   a. Things to finish before the next meeting: move processing and UI (completely playable game), AI general approaches selection
   b. In progress before next meeting: deciding on more detailed AI approaches and their application (evaluation functions, heuristics, implementation milestones, etc)
   c. Currently we are balancing between meeting offline and online at least 2 times a week for coding sessions and discussions of new ideas and current state of the project. Also we keep each other updated through WhatsApp and git commit messages.
   d. 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			(yellow)					
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			(yellow)				Loris + Clement + Ivan	
Simulated annealing			(yellow)				Mathias + Aaron	
Genetic algorithms			(yellow)				Adele + Guillaume	
ML/DL			(yellow)				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			(green)	(yellow)			TODO	as soon as general approaches are determined
Simulated annealing			(green)	(yellow)			TODO	
Genetic algorithms			(green)	(yellow)			TODO	
ML/DL			(green)	(yellow)			TODO	
							TODO	
Game mechanic	13.09	20.09	27.09	04.10	10.10	16.10		
UML + initialization	(cyan)	(cyan)	(cyan)	(cyan)	(cyan)	(cyan)	All	In progress, established main components
Move correctness checker			(yellow)	(red)			Mathias + Loris	
Selection method			(yellow)	(red)			Mathias + Loris	
Move method (board update, etc)			(yellow)	(red)			Mathias + Loris	
Mouse listener for selection			(yellow)	(red)			Ivan	
Converter from global coordinates to local coordinates			(yellow)	(red)			Ivan	
Selection processer			(yellow)	(red)			Ivan	
GUI	13.09	20.09	27.09	04.10	10.10	16.10		
Menu bar / Menu GUI			(green)	(yellow)			Clement + Guillaume	
Move GUI ideas			(red)				All	
Move GUI implementation		(green)		(red)			Clement + Guillaume	
GUI library research	(cyan)	(cyan)	(cyan)	(cyan)	(cyan)	(cyan)	Aaron + Adele + Ivan	Found out that JavaFX contains all the needed components
GUI bug fix			(yellow)				Aaron + Adele + Ivan	
Advanced Graphics	13.09	20.09	27.09	04.10	10.10	16.10		
Marbles regular graphics	(cyan)	(cyan)					Aaron + Adele + Ivan	
Board regular graphics	(cyan)	(cyan)					Aaron + Adele + Ivan	
Marbles hovering			(green)	(yellow)			Aaron + Adele + Ivan	
Marbles selection			(green)				Aaron + Adele + Ivan	
Board hovering			(green)				Aaron + Adele + Ivan	
Board selection			(green)				Aaron + Adele + Ivan	
Move animation with threads			(yellow)	(red)			Ivan	
Convenient duration (Soft deadline) (green)								
Acceptable duration (Strict deadline) (yellow)								
Disaster (red)								
Done (cyan)								

5. Any other business (2 minutes)
   a. From tutor: we should adjust our planning by splitting AI section into more subtasks. We should also pay attention to the fact that we will have to not only come up with general AI approach by the end of the phase but also have a clear vision of the strategy that we are going to use - especially evaluation functions. Moreover, we should be more careful with submission deadlines.
6. Chair/Secretary for the next meeting. Chair: Adele. Secretary: Matthias
7. Closing at 15:15