

Description	02-Nov	09-Nov	16-Nov	23-Nov	30-Nov	07-Dec	14-Dec	Who?	Extended description
MAJOR BUILDS / MILESTONES									
Abalon Game									
Researching general AI approach									
Ideas									
Simulated annealing									
Genetic algorithms									
ML/DL									
BOTS/AI									
Game Tree Data Structure									
Find every possible moves								Mathias - Aaron - Ivan	
Evaluation Function								Everyone	
Monte Carlo Tree Search								Mathias - Aaron - Ivan - Guillaume	
Research									
Implementation Data Structure									
Implementation of strategy									
Complexity analysis									
Mini-Max Algorithm (+ Alpha Beta)								Clement - Adele - Loris - Ivan	
Research									
Implementation Data Structure									
Implementation of strategy									
Complexity analysis									
Naive Bot								(first team to finish its bot)	
Research									
Implementation									
GUI								If we have time, second team to finsih their bot	
Improve Game play									
Change Board looking									
Change marbles									
Improve Menu									
Music									
Effects (Game Over..)									
TEST								Everyone	
Compare different AI's									
Test									