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CSC 426-01
Project 1: Tic Tac Toe

Deliverable 4

1) Anything positive you enjoyed or learned from this assignment:
During this project, our group enjoyed finally putting in what we have been learning in class and finally being able to see how everything comes together. It's one thing working on a subject in class but when you finally apply it in real-world applications, it really helps shade a different perspective on what you are learning. Being able to see how this can become a real-life application and even we see it in the everyday games we love to play.

(2) Anything negative you didn't like about this assignment:
One of the things we didn't enjoy about the project was putting together the code and getting it to work. This was our first project and getting everything to work together smoothly wasn't as easy as it seems. Especially getting the machine learning part was the most difficult for our first time in implementing it.

(3) Any parts of this assignment you found easy:
The easier side was creating the basic code like getting the board to work and just the user interaction was more on the easier side.

(4) Any parts of this assignment you found challenging or couldn't get working correctly:
The hardest part was just getting the algorithm part working together. In the end, we were able to get the program to work all together and being able to finish the project on time.

One the issues present is that it seems like the losses tend to radically increase roughly around the 8000 matches played mark. Although we aren't sure why, a possible explanation we came up with is any potential bottleneck by the overall implementation of our AI algorithm of our program on the temporary storage permitted.

(5) How your team functioned, including details such as what each team member contributed, how the team communicated with each other, and how team software development & design was accomplished:
Our team was able to work together by meeting together on multiple times during the week and we each contributing to different parts of the code. We'd meet usually twice a day, every other day. Yash and Corbin created the program originally, and then we all got together to go over how it operates and to then change things due to errors or improper results. From there, Michael and Yuriy did more on error/bug fixing, and then we'd meet up to go over those issues and try to fix them. While Yash and Corbin worked on implementing the changes, Michael and Yuriy worked on creating the code of plotting data via matplotlib, as well as getting the rest of the deliverables ready. Once Michael and Yuriy finished that up, they would come back and help out Yash and Corbin with the code. This was the process until the project was fully completed.

6) any other remarks you want to make:
Nothing