

Combined Minutes of All Meetings:

Meeting_01: 04/03/2020

Week Before Meeting:

- * Github Repo was setup with all the basic inits.
- * Everyone were asked to bring up topics for discussion for the meeting
- * Topics: Othello, Sudoku, N-Queens, Word Search Puzzle

Meeting:

- * Decided on topic- Othello Game.
- * Team explored the rules and regulations of the game.
- * Initial and basic game deployment was done during the meeting.
- * We agreed on everyone exploring algorithms to be explored before next meeting.

Weekly Todos:

- * Initialise the basic game settings and game board
- * Search up algorithms
- * Start playing around with the initialised game from the repo.

Meeting_02: 13/03/2020

Week Before Meeting:

- * Initialising Game Board Done. * Minutes 01 Updated.
- * Latex Documentation started. * Game was made playable.

Meeting:

- * Decided on way forward and tasks to do. * Next Meeting_03 on 17/03/2020.
- * Decided on few algorithms to begin with.

Weekly Todos:

- * Push Existing Game development to Git.
- * Clean the code so far.
- * Initial implementation, 2 members Implement Minimax.
- * 2 members explore 2 other algorithms.

Meeting_03: 21/03/2020

Tasks divided to work independently after Covid.

- * Oommen: Implements Minimax
- * Tejas: Implements Alpha-Beta
- * Esmond: Implements Expectimax
- * Hema: Implements Random Agent and Starts with Literature Review

Meeting_04: 28/03/2020

- * Oommen: Start Refactoring and Combining
- * Tejas: Start with Documentation: Abstract, Introduction, Keywords, Game Rules.
- * Esmond: Literature Review.
- * Hema: Literature Review.

Meeting_05: 05/04/2020

- * Oommen: Testing
- * Tejas: Testing
- * Esmond: Testing
- * Hema: Testing

Meeting_06: 12/04/2020

- * Oommen: Slides
- * Tejas: Slides, Tabular Results
- * Esmond: Video
- * Hema: Graphical Visualisation