

Game Logic Team - Iterations 2 and 3 Plan

Overview

We've finished planning Tic-Tac-Toe, Connect Four, and Checkers for Iteration 1 with class diagrams, use case diagrams, and descriptions.

Iteration 2:

We're planning to check two other teams' plans and start coding simple parts of our games.

We'll:

- Write basic code for game boards, rules, human players, AI players, and moves.
- Test how these pieces work together.
- Look at other teams' designs and suggest improvements.

We'll submit:

- Early game code in our team's branch.
- A letter to each team with design feedback, diagram fixes, two feature ideas, and tips to improve.
- A review of their planning, noting risks and better timeline ideas.
- Their documents with our notes added.
- A grade for each team with reasons about their design and plans.
- A team contract with our roles and rules.
- A table adjusting our team's grades.

Iteration 3:

We're planning to fully code our games, make the AI smart, and show everything working.

We'll:

- Build complete games: Tic-Tac-Toe, Connect Four, Checkers.
- Use feedback from Iteration 2 to improve our games.
- Test moves, wins, AI, and stats.

We'll submit:

- Working game code for games.
- A summary of changes from feedback, with old and new diagrams.
- A full test set checking our games.
- A group video showing how our games work.
- Personal videos showing our coding parts.
- A team info list.
- A guide to run our games.