

Name	Description	Date	
Noemie Nakamura	Made diagrams for sections 2 and 3 of the design document and created the product backlog wiki page	10/7/2015	
David Cross	Wrote descriptions for sections 2 and 3 of the design document and created the burndown chart	10/7/2015	
John Pickering	Wrote section 1 project description	10/8/2015	
Howard Cheng	Wrote section 4 project benefits, assumptions, risks/issues	10/8/2015	
Noemie Nakamura	Began client-server reuse for the game	10/13/201	
David Cross	Wrote game mechanics and legality of moves	10/15/201	
Noemie Nakamura	Continued client-server integration and reading of user input. Began working on parser	10/18/201	
Noemie Nakamura	Completed user input reading. Continued working on parser and sending board through socket.	10/19/201	
Howard Cheng	Wrote random AI class and functions with John	10/20/201	
Howard Cheng	Tested AI class and functions	10/20/201	
John Pickering	Wrote random AI class and functions with Howard	10/20/201	
John Pickering	Tested AI class and functions	10/20/201	
David Cross	Tested parser and move functions	10/20/201	
Noemie Nakamura	Corrected server errors	22/10/2015	
Noemie Nakamura	Integrated game to play with AI	26/10/2015	
John Pickering	Wrote minimax AI code (medium difficulty)	10/26/201	
Howard Cheng	Wrote minimax AI code (medium difficulty)	10/26/201	
David Cross	Wrote minimax AI code (medium difficulty)	10/26/201	
Noemie Nakamura	Fixed problems with connection	28/10/2015	

John Pickering	Began writing code for Alpha-Beta Pruning (Hard difficulty)	10/29/201	
Howard Cheng	Wrote and debugged the GUI	10/30/201	
Noemie Nakamura	Translated AI to return move, made code optimizations, began AI-AI integration	1/11/2015	
David Cross	Wrote code for Java Client, fixed server-client connection issues	11/1/2015	
John Pickering	Debugged code for medium and hard difficulty AI	11/1/2015	
Noemie Nakamura	Debugged problem with socket reading for AI-AI	2/11/2015	
Noemie Nakamura	Worked on GUI rewriting for integration with server, and client-server communication	3/11/2015	
John Pickering	Finalized AI code for all difficulty levels	11/3/2015	
David Cross	Wrote the post production notes	11/3/2015	
Howard Cheng	Tested game through the server with Noemie	11/3/2015	
Noemie Nakamura	Finalized GUI and fixed final bugs in communication	4/11/2015	