Chesspionage

Project #18

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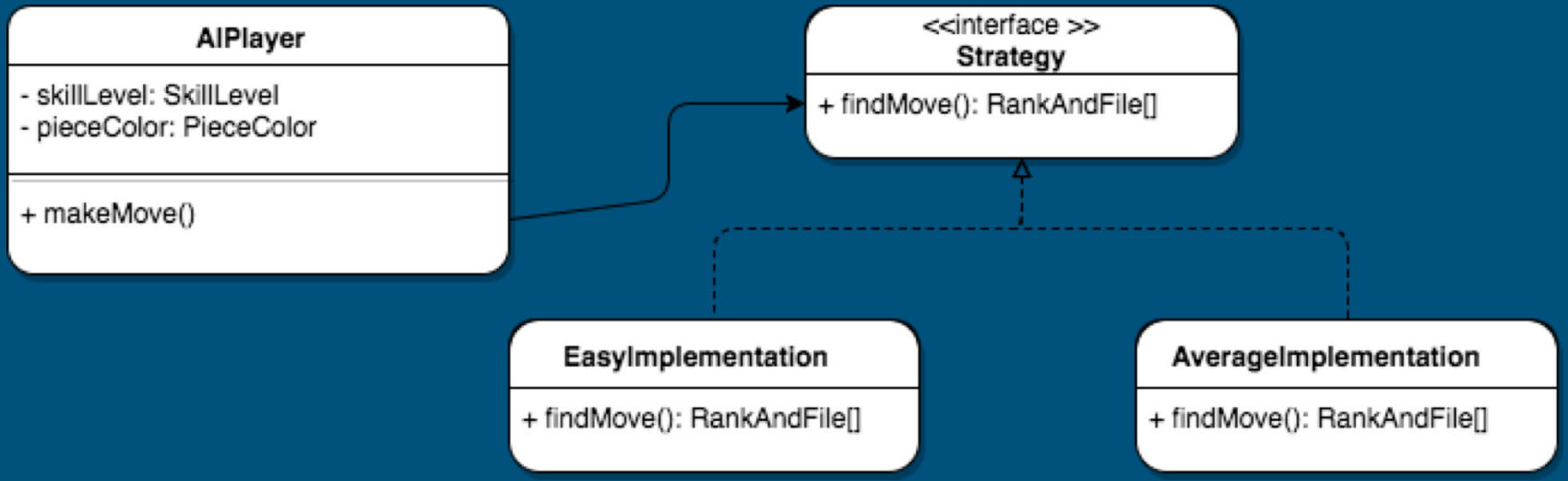
DEMO

Strategy Pattern

Why?

- Allowed us to control the AI’s difficulty at runtime
- Easily extendable in the future when adding more AI strategies

Strategy Pattern (continued)



What We've Learned

- Creating a well designed system is much harder than it seems!
- Problems can come up in the coding phase that aren't foreseen in planning
- But still, spending time on thorough planning can be extremely valuable for a project in the end