Development Log

**9/30:** Began development of design document. Create a basic outline for all needed features.

**10/1:** Create product backlog and initial burndown chart.

**10/2:** Finished filling out the design document with the specification agreed on. Also, assigned tasks for the next sprint.

**10/3:** Added graphics to the design document. Created sprint 1 backlog.

**10/4:** Finished design document.

**10/5:** Create Reversi class and filled with dummy functions.

**10/6:** Began working on the Reversi class which mostly revolved around fleshing out the make\_move() function.

**10/7:** Started working on the server. Finished the server and attempted to connect using pUTTY to no success.

**10/8:** Create a custom client to connect to the server.

**10/9:** Finished creating the client to connect to the server. Wrote a make random move function to provide a means to play vs computer. Finished most of the Reversi class functions.

**10/10:** Created a test main for the server as well as a makefile.

**10/11:** Finished Reversi class.

**10/12:** Debugged server code.

**10/13:** Integrated server and Reversi code. Segfaults were encountered so the sever was unable to do much. Created a test main for the Reversi class.

**10/14:** Created burndown chart for the sprint and finished debugging the Reversi class.

**10/15:** Created sprint 2 backlog and assigned out coding. Created an AI class with a few basic prototype functions. Filled in a few of the AI prototype functions with pseudocode.

**10/16:** Added prototypes for different AI difficulties**.** Added the human-AI, difficulty, and AI-AI commands to the server.

**10/17:** Debugged server compile errors (new commands).

**10/18:** Finished the AI easy move difficulty.

**10/19:** Researched and created the AI heuristics and added new functions based on these heuristics. Coded some of the new heuristics. Create the min-max search and finalized server interface.

**10/20:** Began debugging AI code and update heuristics.

**10/21:** Create test AI main file and update makefile. Finalized all heuristics as well as functions for all different difficulties. Compiled all of the code and debugged logic errors. Added the appropriate SCRUM related documentation (burndown chart).

**10/22:**

**10/23:** Created the backlog for sprint 3. Began debating about the best way to go about creating a graphics interface (Qt, Java, or FLTK). Decided to attempt to use Qt to create the graphics interface.

**10/24:** Looked into using QtCreator for basic layout design. Created a custom board graphic.

**10/25:** Updated board graphic and created the basic interface for Qt to communicate with the server.

**10/26:** ..

**10/27:** ….

**10/28:** Finalized Project Submission and submitted as well as completed peer and self reviews.