

COMP300024-Project-B Plan

Written by ThePinkCoder

Outline of Approach:

Project-B would be divided into several modules which includes protocol, game-state, game-strategy and one report for explaining team approaches. The protocol and game-state would reference to Project-A due to the common of reusable functions in both projects. Yet, necessary adjustment of the coding for the cohesion of this new project is expected. The most challenging part would be game strategy. The plan is that we would make a single-stage game strategy first to check the capability of the program (and to ensure the actions during the game are acceptable), then we would develop the multi-stage game method to improve the performance of the program. The expected algorithm for the multi-stage game strategy would be backward induction algorithm according to the lecture's suggestion. However, we aim to try out different algorithms to find a better algorithm for completing this task.

Workload Allocation:

Yongfeng Qin: Protocol & Game State

Yun-Chi Hsiao: Game Strategy & Report

Communication and Meeting:

Frequently communication via email and chat apps is encouraged. We are expected to have efficient discussion in the group chat, especially for the new ideas and issues. It is suggested that if someone facing troublesome problems, the person should mention it in the group chat, thus group members can discuss and help. Furthermore, the frequency of meeting would be two times a week. Everyone should share the new progress on his/her allocated workload and explain the new written code to others during the meeting.

Deadlines:

Common:

COMP30024-Project-B: 23:00 12th May 2021

COMP30023-Project-2: 15:00 17th May 2021

SWEN30006-Project-1: 23:59 21st April 2021

SWEN30006-Project-2: Week 11

Yongfeng Qin:

MUSI20163-Test1: *Week11*

MUSI20163-Final: *Week 12*

Yun-Chi Hsiao:

MUSI20149-Assignment-1: *23:59 8th June 2021*