Joe Gramuglia

Rubric Info:

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| **Computer’s Strategy** | |
| **Whether to cover or uncover** | **The computer basis its decision by comparing the points that would be received for winning by covering or uncovering this move.** |
| **Covering its squares** | **The computer finds smallest possible combination size. Meaning it tries to use the largest numbers first** |
| **Uncovering opponent’s squares** | **Same as covering but for uncovering** |
| **Throwing one or two dice when 7-n covered** | **If it's covering and 7-n are covered If it is uncovering and 7-n are covered on it's board and 7-n are uncovered in the opponents board.** |

Manual

* Bug Report
  + Entering a file that doesn't exist will crash the program
  + Pressing text outside of the main menu will result in a crash
* Feature Report
  + The user can manually highlight the square they would like to use
* Description of the data structures/classes
  + Board class – Represents a board
  + Player class – Represents a player
  + Computer class – Represents the computer
  + Human class – Represents the human
  + Game class – Represents the game
  + Tournament class – Represents the tournament
* Log – see Log file
* Screen Shots



