Post Production Notes

Our overall design was correct in most of information, but it was missing a few crucial connections that were implemented later. We had to implement a server-server connection, so that AI-AI games can be played. Another change made to the design was the choice of graphics libraries to be used for the gui. We originally listed fltk, but later decided to use QT. This decision came about because QT seemed to have a very nice looking and programmer friendly interface.

The main difficulty we had was using QT for out gui required us to use a QT client connection. However, this did not communicate well with our POSIX socket, and cause massive issues in trying to get the two to communicate. We did not find a solution to this.

The biggest lesson we learned was to look more closely at the graphics library we choose, as it can affect more things than just the gui, it can change the way your code communicates, causing issues.