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Progress Report

Introduction

So far we have completed the UI for the board and the main menu. The server is complete and fully integrated with the group protocol, and the back end game logic is complete and the AI has been started. The code is written for event processing on the client side as well, meaning the last bit needing done is actually sending the different request types to the server. Once this is complete, we will have a functioning game.

Game Logic

We have implemented all of the game logic for player interactions except for trading as well as the game loop. This is thoroughly tested, and should allow for easy integration with the front-end when the time comes.

Inter Group Coordination

The contents of the group protocol are entirely finished; that is, the actual messages and their contents have been decided upon and coded up, along with the semantics of how they're sent / received. The only issue still to be decided are the semantics of how to send / receive the trading messages, although the messages themselves have been decided upon and written.

Testing

We have implemented or are in the process of implementing JUnit test suites for our code. Currently all of the back end game logic has been tested and the server has some tests.

Future

We plan on finishing the client-server communication by the end of spring break, including basic moves such as building and buying development cards. The AI(s) will continue to be worked on during the break, and will continue up until the deadline incorporating more interesting heuristics to create diverse behaviour, rather than just prioritising winning. Likewise, we will start working on the report over the break and describe the components that currently exist (server, backend logic, beginnings of UI, etc). This will continue on towards the deadline.

Conclusion

For the deadline in April we plan on having the core requirements completed; that is, the game will function with various AI difficulties, the backend and front-end will communicate, the front-end will have an intuitive design that is easy to control, and both the front and back

ends will be able to communicate with other groups' implementations. This will be accomplished rather easily given all groups will be communicating via the group protocol.