# **Final Year Project: Multiplayer Online Game with AI - Progress Report**

## **Progress Chart**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Agenda\Week** | **18** | **19** | **20** | **21** | **22** | **23** | **24** | **25** | **26** | **27** | **28** | **29** | **30** |
| Refresh on the topic |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Train AI for 6 Hours |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Discussing of Chow function and Logic Planning |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Implement Code for Chow function and Debugging |  |  |  |  |  |  |  |  |  |  |  |  |  |

## **Tasks Completed**

|  |  |  |
| --- | --- | --- |
| **Date** | **Number of hours** | **Task Completed** |
| 16-DEC-20 | 4 | Discussing of Chow function and Logic Planning  Meet up with Sheryl with regards to the objective stated above and plan out for the Chow function |
| 18-DEC-20 | Ongoing | Implement Code for Chow function and Debugging  Implement script and debug using debug.log |

## **Problems Faced**

1. No suit separation, eg bamboos and dots
   1. Check for the modulus of the discarded tile. Since running numbers is from 1-9, the remainder of the ID of the discarded tile will be within 1-9, thus enabling classification of the tiles based on suits.
2. Out of range exception
   1. Since the array is checked from discard Tile ID - 2, if the discard tile is below 2, it will search for -1 index of the array, which does not exist.
   2. Thus create special case for ID < 2.