# **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 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Implement Code for Pong, Kong function and Debugging |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Ideation of Hu function |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Implementation of Hu function and Debugging |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Integrating Chow function into the Main Game + Debugging |  |  |  |  |  |  |  |  |  |  |  |  |  |

## **Tasks Completed**

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| --- | --- | --- |
| **Date** | **Number of hours** | **Task Completed** |
| 11-JAN-21 | 8 Hours | Integrating chow function into the main game + Debugging  Adapt the inputs from the main game to the function for the checks |

## **Problems Faced**