COMP30024 Teamwork Plan

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1 Approach

1. Make a player class which contains the logic for our player. The player class will create its own representation of the board state which we will largely be able to steal from the project part A code.
2. Implement methods to send moves and update representation based on actions returned from the referee.
3. Create a basic implementation which sends random moves to test our interaction with the referee.
4. Implement adversarial search algorithm. Consider using libraries with existing machine learning implementations.

2 Sharing Workload

- Collaborate on code with GitHub.
- Use GitHub statistics tracking to ensure we both complete approximately equal amounts of work.
- Divide code sections and modules as we discover new things that need to be implemented.

3 Communication

There were no issues with communication in part A, we will maintain open communication channels throughout the entire project and talk whenever we need to collaborate on ideas.

4 Important Deadlines

4.1 Lucas

- Week 9-10, COMP30027 Assignment 2
- April 30th, MAST30025 Assignment 2
- Week 11-12, MAST30025 Assignment 3
- April 21st, SWEN30006 Assignment 1
- Week 10-12, SWEN30006 Assignment 2

4.2 Hugo

- Week 9-10, COMP30027 Assignment 2
- April 30th, MAST30025 Assignment 2
- Week 11-12, MAST30025 Assignment 3
- 21st May, MUSI30021 Quiz + Performance