commit d50bb303999ee70b0abbfa71ed5c98e1a2d22f95

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Dec 2 07:28:11 2012 -0500

design doc

commit 78499503c28ad9bbbc72cef9ee9f67d5829155a9

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Dec 2 06:28:43 2012 -0500

debugged and tested game/state/bot

commit 619ea45212e120251d619cc8e33ae19b247c5a38

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 06:15:00 2012 -0500

Update design doc

commit 4d764e4c7420df6fe848615e688e766eef73c0be

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 04:28:09 2012 -0500

Update state & bot

removed tabs

commit a346b25f73422b4440a745d3d823c7e7cade467b

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Dec 2 04:16:01 2012 -0500

debugging bot

commit 416e8ca9e875361a7fcbf3efc17dffe71063889c

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Dec 2 03:52:09 2012 -0500

debuggin state/game

game looks like it works!

commit 4e260a637b4ecc0106ca8d36a57c0cd5b85ca6b0

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 03:49:59 2012 -0500

update bot

commit cbd23fee9b8f5303198bd4cf9103afe951c9de69

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 02:33:59 2012 -0500

Update bot

compiles

commit 6c25f455baa6d3c486921d80cfbc696144b61af4

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 01:52:46 2012 -0500

update bot

commit 7b9a6075108476bbcf47c888996f28f9e0851503

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 01:52:01 2012 -0500

update bot

commit 82274f98e49754a186c0dde735188cb671270e22

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Dec 2 01:50:48 2012 -0500

debugged game/state

commit f8b3ae965bc87a57af660583e20e5499d6de33db

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 01:45:49 2012 -0500

Update bot

commit 0e63da46541dfe08d43389e9151986d06f6b9279

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Dec 2 01:02:33 2012 -0500

Update bot

commit 8ce79d4cb8b602c0d0b739395293a9dab1921cda

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 22:48:40 2012 -0500

Update bot

commit 9b47c9e9987391886b66a0a49084af6bb845cb4d

Merge: 2634a6d 36dce9d

Author: Michael Wang <mzw4@cornell.edu>

Date: Sat Dec 1 17:23:41 2012 -0500

Merge branch 'master' of https://github.com/mzw4/ps6

commit 2634a6dbbbca8631b079e75122d06374c643e005

Author: Michael Wang <mzw4@cornell.edu>

Date: Sat Dec 1 17:22:21 2012 -0500

debugged and compiled attack

commit 36dce9d0e479c4f2935cb52d9099f9e68e165b71

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 15:51:43 2012 -0500

Update bot

commit a1c9ff1c6b5f028d4dab1c2673b93d7604931ab3

Author: Michael Wang <mzw4@cornell.edu>

Date: Sat Dec 1 14:22:13 2012 -0500

awesomebot

pickrequest

commit 623ee6e7539a88fa37c89a1f9a0b8ef621c53059

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 14:17:30 2012 -0500

update bot

commit 3e4ae60782c187d9d723539f8f7a67297aeba85e

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 13:46:45 2012 -0500

Update state and bot

commit 71f5b608921a0fd3a21635987cac0f8e0044e1a4

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 13:45:40 2012 -0500

Update bot and state

commit 70ad881f3f7e88af32d22378b2eb327b5575018e

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 11:03:11 2012 -0500

Update bot & state

Date: Sat Dec 1 11:03:11 2012 -0500

Update bot & state

commit 7a52503f5791a23da6669e2e58e9380e3bd598ac

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Dec 1 02:21:59 2012 -0500

Update bot

commit 21c7e0e8f1fbff06e3b4c5489af1bdd3b345a8de

Author: Matt Oey <mso32@cornell.edu>

Date: Fri Nov 30 18:56:13 2012 -0500

update build\_game.sh

commit 8f6bd9d56bcf53f392931c42ef52ce9151bd573a

Author: Matt Oey <mso32@cornell.edu>

Date: Fri Nov 30 18:25:43 2012 -0500

Update state

commit 096e2694171641fe0b2e0fd626e8107ec49f63d2

Author: Matt Oey <mso32@cornell.edu>

Date: Tue Nov 27 12:06:29 2012 -0500

update state

changes it so pokemon are unconfused when sent into battle

commit 592e9bfb1ceeae68fb964a6aaa7ba2cf4cba12a2

Author: Matt Oey <mso32@cornell.edu>

Date: Tue Nov 27 11:31:14 2012 -0500

update state

finalized attack

commit 1f3a988746b85f9ccf335f2a26ec290ccae52831

Author: Michael Wang <mzw4@cornell.edu>

Date: Tue Nov 27 03:25:18 2012 -0500

debugged and started bot

game and gui work more or less

started on awesomebot

commit 86939022199be7574f27997a3a18353c8a32ab7a

Author: moey509 <mso32@cornell.edu>

Date: Tue Nov 27 02:25:32 2012 -0500

Update game/state.ml

commit 7ea731d44a51095f04037f677d98b5fd1f8a3b32

Author: Matt Oey <mso32@cornell.edu>

Date: Mon Nov 26 18:34:04 2012 -0500

Update state

updates attack

commit af9273e97963589fd828706c4cc1e9b5699bb40d

Author: Matt Oey <mso32@cornell.edu>

Date: Mon Nov 26 18:06:48 2012 -0500

Update State

commit 5db57e9d5de0fb5b2bc803d092d2ffe2b39fc415

Author: Michael Wang <mzw4@cornell.edu>

Date: Mon Nov 26 16:28:19 2012 -0500

updated attack in game

commit 1652b4243602ac148236fb10f85a4fad164543c3

Author: Michael Wang <mzw4@cornell.edu>

Date: Mon Nov 26 16:11:09 2012 -0500

started debugging stuff

added faster\_team in state

commit 8f1087e3ccf98f092b7885f705d4cbbcbee3a4c4

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Nov 25 23:15:50 2012 -0500

game/state

implemented state.mli

-got rid of phase and undrafted\_steammon in state so datafication and

from\_data would work in game

-phase was unneeded and added an already\_selected function to state so

we don't need undrafted\_steammon

-fixed some syntax stuff

commit 9f246ef05089e0fdb8ae86dc34b5cd8c7a095c61

Author: Michael Wang <mzw4@cornell.edu>

Date: Fri Nov 23 18:45:24 2012 -0500

state

added use\_item function witch uses inventory\_contains and is\_active

commit 5cd14ac40183ff4d533eeb28cbec8ee571155d8d

Author: Michael Wang <mzw4@cornell.edu>

Date: Fri Nov 23 01:56:59 2012 -0500

game/state

game:

updated handle\_step

state:

-initialized steammon pool in create instead of None

-added team\_full, active\_fainted, and game\_result functions for use in

game

commit a3b9ef4b9612a598cb82d6f25f3d55708f7f99f0

Author: Matt Oey <mso32@cornell.edu>

Date: Thu Nov 22 20:48:55 2012 -0500

update state

commit 2106d3c40a71a0d412947cc43a45d488846996b7

Author: Matt Oey <mso32@cornell.edu>

Date: Wed Nov 21 17:19:41 2012 -0500

Update state

commit 5a4bc2f115e04b5c7d0d69d906042c01575af1f3

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Nov 18 20:33:21 2012 -0500

update game

deleted empty inventory and steammon setters in init\_game because they

are already set in State.create

commit d668d6e98f3244a3bd40a4cbe9d33b91596afe23

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Nov 18 20:31:07 2012 -0500

update game

handle\_step maybe finished

commit 7f30f5e06878bc0e54f7f618a4ef6c4743456eb5

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Nov 18 20:22:21 2012 -0500

update state

added set\_inventory

commit 3efd7c1bf325c3344b9d7fc8c02eeb76a37cc21c

Merge: def07bc f878e3c

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Nov 18 20:13:18 2012 -0500

Merge branch 'master' of https://github.com/mzw4/ps6

commit def07bcb965d9a62ba0706d93d7dc55820bb1958

Author: Michael Wang <mzw4@cornell.edu>

Date: Sun Nov 18 20:11:44 2012 -0500

update game

handle\_step

commit f878e3ccf1eeb8abf41df9f6addce35e5a769cad

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Nov 18 20:05:06 2012 -0500

Update state

removed tabs

commit 6d3433e696bd7962b93abffdb8fb262cadab50ca

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Nov 18 20:01:16 2012 -0500

Update state

commit c224c2159405a2e4ced37ece17d450cc05db40fd

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Nov 18 19:24:59 2012 -0500

Update Game and State

removed tabs

commit 39b4b1df6184a7a301741614926d7572466cd235

Author: Matt Oey <mso32@cornell.edu>

Date: Sun Nov 18 19:21:16 2012 -0500

Update state

commit 274a8899498d5ec2e1d129ce48422508f0a5e274

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 17:27:30 2012 -0500

Update state

commit 2576245cdc0e23feb9999741322132d6388ee1f8

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 16:25:23 2012 -0500

Update state

commit 0d64843682a81161275b8bc51851187a260ef883

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 16:18:32 2012 -0500

Update state

commit b7bf53b232ea633c78162d702a39c22db9da7922

Author: Michael Wang <mzw4@cornell.edu>

Date: Sat Nov 17 16:17:36 2012 -0500

update game

init\_game

commit f8b5b77d1fc50fd1471cfcc5e7a97a58d3f0452c

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 15:15:36 2012 -0500

Update game

handle\_step, type game

commit 1fbc030b58904bc207e396cc7b60b27773cb95d0

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 15:02:28 2012 -0500

Update game

handle\_step

commit a2cd216088ebc581dcce540a133e75e29c662017

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 14:46:24 2012 -0500

Update data

commit 75a93693a857305261b1cbc9c3dea2e34e04fc78

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 14:42:18 2012 -0500

update game

commit 4162eec6db32970b6e5210b003c9f57655b686b0

Author: Matt Oey <mso32@cornell.edu>

Date: Sat Nov 17 02:10:58 2012 -0500

Update game

commit c43833832de68b66183d9cc160f4a3f950f675fa

Author: Matt Oey <mso32@cornell.edu>

Date: Thu Nov 15 21:14:30 2012 -0500

pdate game and state

commit ea280680933e67f59359af9064c94d3ea2db3303

Author: Michael Wang <mzw4@cornell.edu>

Date: Thu Nov 15 16:21:38 2012 -0500

update game

commit 0a33267865de27914ec3ce6e4cf6b4fdb29cb11f

Author: Michael Wang <mzw4@cornell.edu>

Date: Thu Nov 15 15:46:03 2012 -0500

design doc

commit 5177bbb095c0320e5591d4f37502ac41defaa65e

Author: moey509 <mso32@cornell.edu>

Date: Thu Nov 15 15:22:54 2012 -0500

Update game/state.ml

commit 6d797a15eedeb2e39f98085c940acf631774e011

Author: Matt Oey <mso32@cornell.edu>

Date: Thu Nov 15 15:11:12 2012 -0500

Game 1.0

Defined some types

commit a17602e496051607515794543c8bf9096111c007

Author: Matt Oey <mso32@cornell.edu>

Date: Thu Nov 15 15:06:46 2012 -0500

Matt's files

commit f8c735e466c7431b969e10201a5bac8effe1e48a

Author: Michael Wang <mzw4@cornell.edu>

Date: Mon Nov 12 22:09:30 2012 -0500

git stuff

(END)