Group 37

While the group was largely dysfunctional in terms of in-detail planning and collaboration, we achieved all but 1 stretch goal that we set out to achieve.

The two biggest problems for the group were a lack of proper formal planning, as well as a low amount of engagement with the coursework. The former is expressed primarily in the lack of any form of long-term or low-level planning. A higher-level plan was set-out in the form of our Github Project, which contained goals that were required for the game to be completed. While most of these were completed, some were ultimately reworked, incorporated into each other, or incomplete design-wise and so needed to be expanded/elaborated upon.

The only goal of ours that we set out to complete that we didn't, was a stretch goal of ours (IE something we would complete if we had the time) to enable online play, which there was just not time to complete. The other stretch goals, which were to have a fully customizable/moddable board/textures, and for the AI to not just make decisions randomly, but for it to have a basis in reality and deduction.

The former stretch goal was actually completed as part of the base of the project, as the way textures are loaded with our engine made it easy to complete the moddable texture support, and while the custom board support wasn't easy, it ultimately came in handy when it came to supporting the additional requirements of Mr. Raffles, as both types of tiles could easily be implemented into the interpreter.

The second stretch goal, a rational AI, came about naturally, as implementing an AI based on making small decisions fits well with the GameState design of our programme. The GameState essentially splits the game into several states, at which point the AI/Player needs to make a decision. For example, choosing which cards to suggest can be picked entirely randomly, but making a list of which cards you've already seen is trivial, and rationalizes the AI into making more competent decisions.

The problem of a lack of planning did manifest itself though. As can be seen in sprints 3 & 5, which are just extensions of sprints 2 & 4. In particular, sprint 4 is an interesting case study. During the work of sprint 4, it was decided to rework how the game kept track of where in the game you were, which lead to the GameState system. The very same system that made it easy to implement the AI in a timely manner, itself took up a valuable chunk of time and delayed another sprint.

The second problem, low amount of engagement with the coursework, wasn't solved as much as it was just made redundant. We finished on time in spite of it, but didn't really come up with a solution to it. Were we to continue the work, that would definitely be a major problem that would have to be dealt with.