Testing notes

Umove not getting rid of counter when you move over opponent’s counter – fixed

UAI.minimax not outputting correct board – fixed

UMove.checklegalmove not checking if there is counter in first cell - fixed

UAI.mm – when player wins, the board goes silver, probably referencing nil board --------

Click on ai checker, it will highlight it and then a legal move is accepted, but you shouldn’t be able to do that in the first place.

1: add graphics, then take /fake/ screenshots for errors and then fix then screenshot!

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Do blog and analysis

Checklist: (probably in priority order)

Implement multiple jumps

Win conditions

Comment code 30 – 60 mins

Fix analysis - 1 hour?

Blog entry plan – 30 mins?

Test plan – 30 mins?

Get graphics for each counter

Reference stuff

For testing you can make a video and put a YT link in the references

Module (black box) and whole (white box) testing

Class diagram for b4 coding