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 --------

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Do blog and analysis

Checklist: (probably in priority order)

Fix analysis - 1 hour?

Blog entry plan – 30 mins?

Add methods to program for user input - 2-3 hours?

Test plan – 30 mins?

Get graphics for each counter

Reference stuff