

THINK OF A TITLE FOR REPORT

Marc Reid

03001588@live.napier.ac.uk

Edinburgh Napier University - Algorithms and Data Structures (SET09117)

Abstract

An abstract is a 100-200 word summary of your report. It provides a brief overview of the report by stating the purpose, defining the topic, summarising the main sections of the report, and stating the conclusion or outcomes. An abstract is usually written when you have completed the report.

1 Introduction

The purpose of this report was to document the process of implementing the game of Checkers with a command line interface in C #.

2 Design

Explaining how I designed and architected my software, paying attention to the algorithms and data structures used.

3 Enhancements

During the implementation phase of the project, these were the functions and features that were considered but deemed to be too time intensive to implement and test before the submission date. These may be implemented as part of the software's evolution in the future.

3.1 Export/Import full game replay to and from a CSV file.

The ability to export all the move from a game of checkers to a CSV file, which could be stored and viewed at a later date with the application.

3.2 Multiple Rules sets available

Allowing the users to select which game rules they would like use for the current session. International Checkers would be the first additional rule set to be implemented. As the board is 10 x 10 and the rules vary significantly from the English draughts rule set that we implemented for this project.

3.3 Improved AI

scoring system for moves

4 Critical Evaluation

Describe the features that I felt worked well or poorly and why I thought this.

5 Personal Evaluation

Reflecting on what I learnt, the challenges I faced, the methods I used to overcome these challenges and how I feel that I performed.

6 References

Links.....