Kara Schatz

Senior Project Log

Week 1:

* Progress:
  + began writing the game from scratch
  + got driver and keyboard inputs working
  + finished everything except function to move tiles
* Questions:
  + What would be a good design?
  + Should I mimic the source code’s design?
  + Should I use OOP?
* Goal for next week:
  + write function to move tiles
  + start looking as graphics packages to make GUI

Week 2:

* Progress:
  + Completed programming the game so it now works with full functionality
  + Wrote basic GUI that shows the board with tiles that update with the keyboard arrow key clicks
* Questions:
  + None
* Goal for next week:
  + Refactor/clean up game and GUI
  + Write driver for the heuristics, i.e. something that will work alongside the game, generate the four possible moves, and evaluate them on a dummy function (maybe random) that can later be replaced by the heuristics