Shrey Mehta
Shiven Sasipalli

CLPS0950 GROUP FINAL PROJECT WORK LOG

Project Title: Probabilistic Checkers!!

Work Log History:

- ☐ **April 24:**
    - ☐ 1 Hour Class Time - Planned out what we want to do and laid out our plan
    - ☐ Shrey - 2.5 Hours - Did research on checkers rules and regulations
    - ☐ Group Debrief - 1.5 Hours **- more planning**

- ☐ **April 25:**
    - ☐ Shrey - 1.5 Hours - Implementation of board with colors and actual pieces
    - ☐ Shiven - 3 Hours - Looked into AI models
    - ☐ Group Debrief - 1.5 Hours **(Set up Basis of checkerboard)**

- ☐ **April 26:**
    - ☐ 1 Hour Class Time (Group Work)
    - ☐ Shrey - 2.5 Hours - Implementation of board with colors and actual pieces
    - ☐ Shiven - 3 Hours - Looked into AI models

- ☐ **April 27:**
    - ☐ Shrey - 6 Hours - Implementation of board with colors and actual pieces
    - ☐ Shiven - 1.5 Hours- Looked into probability models

- ☐ **April 28:**
    - ☐ Shrey - 1 Hours - Implementation of board using matrices with 1s and 0s
    - ☐ Shiven - 4 Hours- Looked through other repositories and code databases to find code that used a similar method to learn about the implementation of a probability model type
    - ☐ Group Debrief - 1.5 Hours **(Finish setting up checkerboard matrix)**

- ☐ **April 29:**
    - ☐ Shrey - 2 Hours - input codes that takes in moves
    - ☐ Shiven - 3.5 Hours - Began implementing probability model
    - ☐ Group Debrief - 0.5 Hours **(Set up Basis of checkerboard)**

- [ ] **April 30:**
    - [ ] Shrey - 2 Hours - making move on board code
    - [ ] Shiven - 1 Hours - relaized it would be more efficient to choose from a random pool of valid moves, so changed tracks to work on that
    - [ ] Group Debrief - 1.5 Hours **((Set up Basis of checkerboard)**

- [ ] **May 3:**
    - [ ] Shrey - 1 Hours making move on board code
    - [ ] Shiven - 1.5 Hours- random move implementation
    - [ ] Group Debrief - 1.5 Hours **(Progress Check)**

- [ ] **May 4:**
    - [ ] Shrey - 2 Hours making move on board code
    - [ ] Shiven - 1 Hours- random move implementation

- [ ] **May 5:**
    - [ ] Shrey - 1.5 Hours - Worked on making the Randomized Move code for computer
    - [ ] Shiven - 1 Hours - random move implementation
    - [ ] Group Debrief - 1.5 Hours **(Function comparison and Progress Check)**

- [ ] **May 6:**
    - [ ] Shrey - 3 Hours - Worked on making the Randomized Move code for computer
    - [ ] Shiven - 2 Hours- game over code
    - [ ] Group Debrief - 1.5 Hours **(Function comparison and Progress Check)**

- [ ] **May 7:**
    - [ ] Shrey - 4 Hours- Worked on making the Randomized Move code for computer
    - [ ] Shiven - 2 Hours- Game over code
    - [ ] Group Debrief - 1.5 Hours **(User Input to Checkers)**

- [ ] **May 8:**
    - [ ] Shrey - 3 Hours- Worked on making the Randomized Move code for computer
    - [ ] Shiven - 2.5 Hours- Game Over code

- [ ] **May 9:**
    - [ ] Shrey - 2.5 Hours - Worked on making the Randomized Move code for computer
    - [ ] Shiven - 0.5 Hours- Game Over Code
    - [ ] Group Debrief - 1.5 Hours **(User Input to Checkers)**

- [ ] **May 10:**

- ☐ Group Debrief - 4 Hours **(Code unifications and debugging, working on presentation)**

- ☐ **May 11:**
  - ☐ Group Work - 11 Hours **(Debugging the code, fixing Github commit issues, and integrating code segments)**

- ☐ **May 12:**
  - ☐ Shiven - 2.5 Hours- Finalize work log and presentation
  - ☐ Group Debrief - 1.5 Hours **(Video Demonstration + Commentating)**