|  |
| --- |
|  |

|  |
| --- |
| **Reversi Game Design Document** |
| Project 2 for CSCE 315 |
|  |
| This Reversi console game will allow users to login via telnet to a game server and play unlimited reversi games with a friend or against an AI. |
|  |
| **Laramie Goode, Chris Voss, Curtis Franks** |
| **6/25/2012** |
|  |

# 

Table of Contents

[Purpose of Project 2](#_Toc328428213)

[High Level Entities 3](#_Toc328428214)

[Simple Game Mechanics 3](#_Toc328428215)

[Artificial Intelligence 4](#_Toc328428216)

[Implementing into a Server 4](#_Toc328428217)

[Low Level Entities 5](#_Toc328428218)

[Game 5](#_Toc328428219)

[*Diagrams of core Reversi Game Design* 6](#_Toc328428220)

[AI 7](#_Toc328428221)

[Hard AI 7](#_Toc328428222)

[Medium AI 8](#_Toc328428223)

[Easy AI 8](#_Toc328428224)

[Alpha-Beta Pruning 8](#_Toc328428225)

[Server 9](#_Toc328428226)

[Works Cited 10](#_Toc328428227)

[Included Log 11](#_Toc328428228)

# Purpose of Project

This project is an implementation of the game Reversi. The game is a strategic board game played with two players. Each player takes turns trying to capture the other player's pieces by forming a straight line from a starting piece of their color to an ending piece of their color. If this starting piece and ending piece form a line that contains the opposing player’s pieces, those opposing pieces are converted to the same color as the starting and ending piece of the line. The game ends when all the spots on the board are filled or when there are no more moves to be made. The only valid moves are one where a piece placed is adjacent to another piece and it forms a straight line either vertically, horizontally, or diagonally. The player with the most pieces by the end of the game is declared the winner.

With this project we will create a UNIX console Reversi game mechanism that allows for two people to play against each other or to utilize a player2 AI that will run off of the game server. The user will connect to the game server via an ip address and port and have command line access to begin a game.

# High Level Entities

The project is divided into three parts. The first part will be the game mechanics and will consist of two players taking turns making moves on the same machine. The next part will implement an AI so one player plays against the computer. The third part will implement the core game with the AI into a server program. A player will connect to the server via telnet and issue commands to the server which the server will handle appropriately.

## Simple Game Mechanics

The game will draw the board to the console with ASCII to represent the board and pieces. The game will have a board class which will have a matrix (array of arrays) of a class called Position. Position will have an enum type to represent whether or not the spot is empty, filled with a white piece, or with a black piece. Position will also hold the location of itself. A function will be used to determine whether or not a move is a valid move for the player. If a player is not able to issue a move, then the game will alert the current player and wait for a return character before it becomes the next player’s move. If neither player can make a move are all spots of the board are filled, then the game ends and shows the scores of each player.

We were fortunate to have many sources of reference including Wikipedia and a programmer named Richel Bilderbeek. Much of our code is based on a reverse game that Richel provides under the GNU General Public License program. We added undo, redo functionality and completely altered the menu system and coordinate system for the game board to match the parameters of the assignment. We additionally color formatted the console api and added additional available menu options.

## Artificial Intelligence

The game will have three levels of difficulty when playing against the AI. The Easy level of difficulty will have the AI pick random spots to place its piece on the board. The Medium level of difficulty will have the AI look ahead one move to determine the best move for the future. The Hard difficulty will have the AI look ahead four moves to determine the best move for the future. To achieve this, a MinMax search with Alpha-Beta pruning will be implemented. These searches will determine the possible move outcomes. The AI will choose the best move returned by the searches.

## Implementing into a Server

The game mechanics along with the AI will be put into a server along with the game loop. The server will have a simple parser to check for commands by the player. To connect to the server, the player will use Telnet with the hostname and port number as the arguments. Once connected, the player will receive messages from the server. To achieve this, the server will create a socket for the client. Once a client has connected to the server the server will loop receiving commands. When the game has started, the game loop will begin and not exit until another command such as exit/quit is issued or the game reaches an end state.

# Low Level Entities

## Game

The game consists of loops that receive input from the user. Once enough information is gathered, the game can start. The game’s data structures are a Reversi struct and an enum called Square. Square has the values empty, player1, and player2. Square is used to represent the individual tiles on the Reversi board. The board is a vector of vectors of Squares (matrix of squares). The Reversi struct has two more vector of vector of Squares. One of them is used to keep track of the game’s history. The other is used to keep track of the Redos in the game. The Reversi struct also has a string that stores the difficulty of the AI. The Reversi struct has set and get functions that return or set the Square object at the specific coordinates passed in the function. The struct has several Boolean functions to help determine valid moves (IsValidMoveUp, IsValidMoveUpLeft, etc). These functions also have matching void functions that actually perform the move by setting the Square with the correct player’s piece.

The communication will be through simple ASCII text. The commands are pretty simple.

|  |  |
| --- | --- |
| *expr* | ::= *command* | *move* | *comment* |
| *command* | ::= EXIT | DISPLAY\_ON | DISPLAY\_OFF | EASY | MEDIUM | HARD  | BLACK | WHITE | UNDO | REDO | SHOW\_NEXT\_POS |
| *move* | ::= *column row* |
| *comment* | ::= ; \* |
| *identifier* | ::= *alpha* { ( *alpha* | *digit* ) } |
| *alpha* | ::= a | ... | z | A | ... | Z | \_ |
| *digit* | ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| *row* | ::= 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| *column* | ::= a | b | c | d | e | f | g | h |

Figure

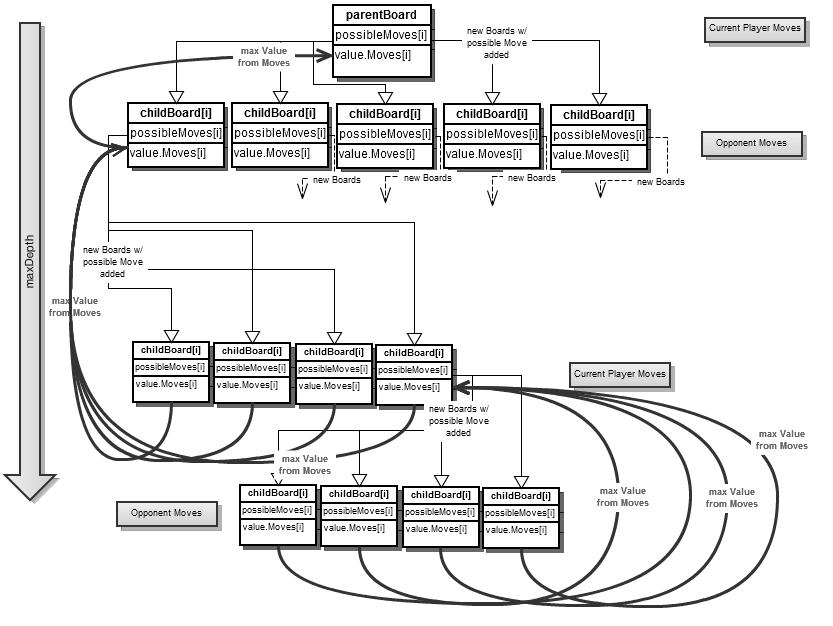
The commands are self-explanatory, except that SHOW\_NEXT\_POS will show the human player what are the available legal positions.

## Reversi (2)

Figure

## *Diagrams of core Reversi Game Design*

The Reversi class contains all the necessary “getter” components for retrieving information about a reverse game board and all the “setter” components for changing the values of the game board.



Figure

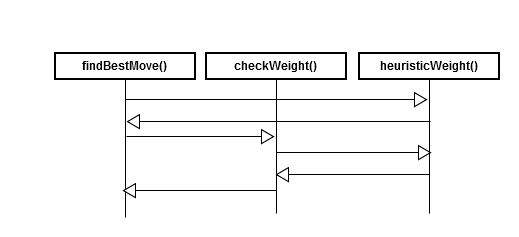
## AI

### Hard AI

The AI selected for the most difficult game play is provided with three core functions: findBestMove(), checkForWeight(), and heuristicWeight(). The findBestMove() creates a vector of the immediately available moves for the current player using the game board. It then functions similar to checkForWeight() as is described below. The only difference is that checkForWeight() operates with theoretical child boards, while findBestMove() must keep an association between the weights of the possible moves and determine which of these immediately possible moves it will return to actually be performed.

At each level, a parent game board is received with the previous player’s particular move, by the function checkForWeight(). This function creates a vector of possible moves and heuristically examines the health of those moves based upon board position and the surroundings of that position by passing the move to heuristicWeight(). After determining the health (weight) of that move, a child board is created with that move and then passed recursively to checkForWeight() so this process can be repeated for the next player. This is repeated until the maximum depth is reached and no more child boards are created. At the maximum depth, each possible move is only checked for its health (weight) and then the weight for the healthiest move is returned to the calling function.

When a calling function receives a return weight for a child board that it had created and passed recursively, it stores that weight if it is the highest weight that has yet been returned and then iterates to the next position stored in the possible move vector. This is repeated until all the positions in the vector have been processed as such and then the highest weight is returned to the calling function. Once the weights are accumulated and returned all the way back to findBestMove() then the maximum achievable weight may be associated with its originating move and that move is performed.



Figure

### Medium AI

The AI selected for the medium challenge of play is simply the Hard AI set to a maximum depth of zero. With a depth parameter of zero, the AI will use heuristics to examine every possible immediate move, but will not utilize recursion to examine theoretical moves.

### Easy AI

The easy AI simply generates a vector of immediately possible moves and then utilizes the function rand() to generate a random index used by within that vector. This move at this random index is returned and that move is performed.

### Alpha-Beta Pruning

The checkForWeight() function utilizes alpha beta pruning. By examining each return of heuristicWeight() it can be determined if a particular move had arrived at an outcome that is great enough to stop looking at further moves. For example, if the heuristicWeight() returns a value to indicate that the opponent took a corner or blocks the player from having any possible moves, then that avenue of theoretical moves is no longer explored. The inverse of that is when a move is determined to win the game or simply block the opponent from making moves on their next turn. These positives are considered good enough to stop the continued branching or consideration of further moves on that child board. The level of pruning currently implemented allows for a depth of six to be utilized for a playable game. However, a level of four makes for a difficult enough Hard AI and makes for a quick game.

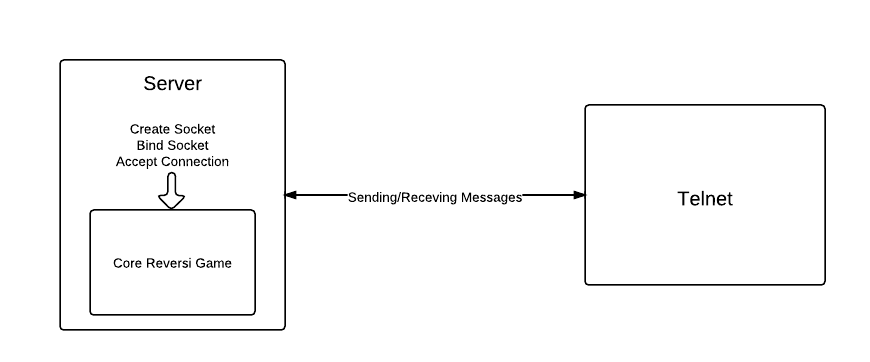
## Server

The server will show these messages to the user:

|  |  |
| --- | --- |
| *ack* | ::= WELCOME | OK | ILLEGAL | BLACK | WHITE | *comment* |
| *comment* | ::= ; \* |

Figure

The server will create socket. After the socket is created, it will bind it to a hostname. An unused port will be used when binding the socket. The server will then wait for a client to connect. Once a client is connected, the server will send the ‘Welcome’ message to let the client know it has successfully connected. The server will then follow the same procedures as the core game mechanics. It will wait for commands and enter the game loop when the game is set up (after choice of color, difficulty, etc). The server will handle the commands and make sure the game receives input from the player. Telnet will be used to connect the player to the server and therefore, another client program is not needed to be developed. Telnet simply takes console input and sends it to the currently connected server.



Figure

# Conclusion

# Works Cited

*Minimax and Alpha-Beta Template*http://www.pressibus.org/ataxx/autre/minimax/node2.html

*Reversi Console source code*http://www.richelbilderbeek.nl/GameReversiConsoleSource\_1\_0.htm

TAMU CSCE FacultyCSCE 315*TAMU*http://students.cse.tamu.edu/aalap/CSCE315\_s12/slides/Project2\_Design.pdf

# Included Log

Revision: 78

Author: ckvoss@gmail.com

Date: Monday, June 25, 2012 10:23:52 PM

Message:

-Cleaned up alphaBetaAI.h

----

Modified : /trunk/alphaBetaAI.h

Revision: 77

Author: curtisfranks

Date: Monday, June 25, 2012 10:21:57 PM

Message:

Swtiched checkForWeightY to utilize the global parameter maxDepth instead of testMaxDepth.

----

Modified : /trunk/Project2/Project2.suo

Modified : /trunk/UnitReversiMain.h

Revision: 76

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 9:53:32 PM

Message:

Updated Makefile to add functionality for server mode or console mode.

----

Modified : /trunk/Makefile

Revision: 75

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 9:26:15 PM

Message:

Removed un-needed line in server.cpp (sends nothing to client at start of connection). Updated Makefile. Now supports the ability to run the program (make run). make game will compile the game, make by itself will compile the game.

----

Modified : /trunk/Makefile

Modified : /trunk/server.cpp

Revision: 74

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 9:12:16 PM

Message:

Cleaned up Makefile. (1 line)

----

Modified : /trunk/Makefile

Revision: 73

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 9:08:56 PM

Message:

Modified UnitReversiMain.h to support console only input. Added an if-else clause in the beginning of commandLine that will change the global boolean variable (server) to false if the client value is 0 or less and change it to true is it is > 0. Added another if-clause to GetInput(). This checks to see if it's running in "server" mode or console only mode. Works so far. server.cpp was changed only to test if console mode works (still have to connect a client since the server waits for a connection, but that's too easy to care about)

----

Modified : /trunk/UnitReversiMain.h

Modified : /trunk/server.cpp

Revision: 72

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 8:38:38 PM

Message:

Fixed sending the game over screen to the client.

----

Modified : /trunk/UnitReversiMain.h

Revision: 71

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 8:35:16 PM

Message:

Modified the Makefile. Removed old reversi.cpp

----

Modified : /trunk/Makefile

Deleted : /trunk/reversi.cpp

Revision: 70

Author: ckvoss@gmail.com

Date: Monday, June 25, 2012 8:28:35 PM

Message:

-Small integration bug fixes

----

Modified : /trunk/UnitReversi.h

Modified : /trunk/server.cpp

Revision: 69

Author: ckvoss@gmail.com

Date: Monday, June 25, 2012 8:21:54 PM

Message:

-trying to merge in server stuffs.. fingers crossed

----

Modified : /trunk/UnitReversiMain.h

Revision: 68

Author: ckvoss@gmail.com

Date: Monday, June 25, 2012 7:52:15 PM

Message:

-Rename of UnitReversiMain.cpp to UnitReversiMain.h

----

Deleted : /trunk/UnitReversiMain.cpp

Added : /trunk/UnitReversiMain.h (Copy from path: /trunk/UnitReversiMain.cpp, Revision, 67)

Revision: 67

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 7:50:06 PM

Message:

Attempting Commit on changes:

-Added server.cpp

-Added a class inside UnitReversiMain.cpp (should be changed to UnitReversiMain.h)

-Server will create an object from UnitReversiMain.h and run commandLine. Passes the client socket to several functions. UnitReversiMain.cpp has been overhauled to support send statements to send the messages to a client. Also input is now done via a recv call.

----

Modified : /trunk/UnitReversiMain.cpp

Modified : /trunk/server.cpp

Revision: 66

Author: curtisfranks

Date: Monday, June 25, 2012 7:26:55 PM

Message:

handlePregameInput() will now loop through a number of games equal to totalExecutions.

----

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 65

Author: ckvoss@gmail.com

Date: Monday, June 25, 2012 7:25:40 PM

Message:

-Updated AI a bit

-Added Main command arguments for totalExecutions and maxDepth

-Some stringstream stuffs

----

Modified : /trunk/UnitReversiMain.cpp

Modified : /trunk/alphaBetaAI.h

Revision: 64

Author: laramie17goode@gmail.com

Date: Monday, June 25, 2012 7:10:31 PM

Message:

Implemented mostly working server model for game.

----

Modified : /trunk/Server Imp/AI.h

Modified : /trunk/Server Imp/Makefile

Modified : /trunk/Server Imp/UnitReversi.h

Modified : /trunk/Server Imp/UnitReversiMain.h

Modified : /trunk/Server Imp/core

Modified : /trunk/Server Imp/game

Modified : /trunk/Server Imp/gameStart.h

Modified : /trunk/Server Imp/server.cpp

Revision: 63

Author: curtisfranks

Date: Monday, June 25, 2012 7:10:11 PM

Message:

Added totalExecutions, blackWins, whiteWins and special GetInput to set totalExecution when TEST\_AIs are chosen.

----

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 62

Author: curtisfranks

Date: Monday, June 25, 2012 5:53:18 PM

Message:

Added an input for totalExecutions.

----

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/Project2/Project2/Project2.vcxproj

Modified : /trunk/Project2/Project2/Project2.vcxproj.filters

Modified : /trunk/UnitReversiMain.cpp

Revision: 61

Author: ckvoss@gmail.com

Date: Monday, June 25, 2012 5:02:21 PM

Message:

-Refined my AI. includes alpha beta pruning. Used Curtis's heuristicWeightZ for evaluation function.

-Added Move Count to game mechanics

----

Deleted : /trunk/AI.h

Modified : /trunk/UnitReversiMain.cpp

Added : /trunk/alphaBetaAI.h

Revision: 60

Author: curtisfranks

Date: Monday, June 25, 2012 7:51:58 AM

Message:

The findBestMove() AI beat the random AI 20 times in a row and beat me twice in a row. Feel free to play it and let me know if it does anything stupid. It doesn't play for token population. It just plays for positioning.

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 59

Author: curtisfranks

Date: Monday, June 25, 2012 5:19:04 AM

Message:

Still toying with the heuristic weights, but at this point findBestMoveY() AI beats random AI near 100% (12 out of 12 tests).

----

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 58

Author: curtisfranks

Date: Monday, June 25, 2012 3:54:14 AM

Message:

Fixed a major bug in the findBestMove() AI. It now captures corners with high priority. Still gets beat by random AI about 1 in every 10 games.

----

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 57

Author: curtisfranks

Date: Sunday, June 24, 2012 11:54:28 PM

Message:

Trying to fix a problem with the heuristic AI that happened at some revision. The AI is no longer beating easy every time... I also appear to have lost the work I did on adding all the PrintOut statements.

----

Deleted : /trunk/Project2/Debug/Project2.exe

Deleted : /trunk/Project2/Debug/Project2.ilk

Deleted : /trunk/Project2/Debug/Project2.pdb

Deleted : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Deleted : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Deleted : /trunk/Project2/Project2/Debug/cl.command.1.tlog

Deleted : /trunk/Project2/Project2/Debug/link.command.1.tlog

Deleted : /trunk/Project2/Project2/Debug/link.read.1.tlog

Deleted : /trunk/Project2/Project2/Debug/link.write.1.tlog

Deleted : /trunk/Project2/Project2/Debug/mt.command.1.tlog

Deleted : /trunk/Project2/Project2/Debug/mt.read.1.tlog

Deleted : /trunk/Project2/Project2/Debug/mt.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 56

Author: curtisfranks

Date: Sunday, June 24, 2012 5:17:18 PM

Message:

added a bunch of PrintOut statements, some of them aren't working correctly. I get errors about adding pointers on some of them.

----

Modified : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Revision: 55

Author: ckvoss@gmail.com

Date: Friday, June 22, 2012 10:31:26 PM

Message:

Just moved some stuff around. No functional changes to functionality

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 54

Author: curtisfranks

Date: Friday, June 22, 2012 6:54:02 PM

Message:

I added two functions to UnitReversiMain.cpp and created a global variable bool server.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 53

Author: laramie17goode@gmail.com

Date: Friday, June 22, 2012 4:43:14 PM

Message:

Updated source code and added a howtorun text file. Says all moves are illegal, but it is properly sending data to the telnet client.

----

Added : /trunk/Server Imp/HOWTORUN.txt

Modified : /trunk/Server Imp/UnitReversiMain.h

Modified : /trunk/Server Imp/game

Revision: 52

Author: curtisfranks

Date: Friday, June 22, 2012 4:30:21 PM

Message:

Added Sprint 2 BackLog 6-22-12 Team 2.pdf and Sprint 2 Burn Down Chart 6-22-12 Team 2.png

----

Added : /trunk/Sprint 2 BackLog 6-22-12 Team 2.pdf

Added : /trunk/Sprint 2 Burn Down Chart 6-22-12 Team 2.png

Revision: 51

Author: curtisfranks

Date: Friday, June 22, 2012 6:41:05 AM

Message:

Enabled alpha-beta pruning so that the AI can examine six moves deep in a playable time. Added commenting and improved checkForWeightZ(). Also moved HardAI to the medium option and the findBestMove() to the Hard option, as it currently is the strongest player-AI.

----

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Modified : /trunk/UnitReversiMain.cpp

Revision: 50

Author: curtisfranks

Date: Thursday, June 21, 2012 10:36:48 PM

Message:

Distributed the weight checking function into smaller functions, including a heuristic function which examines a move based upon the strength of the board tile. Additionally attempted some alpha-beta pruning on the min-max algorithm of checkForWeightZ(), which is what we currently have set as our medium AI.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 49

Author: laramie17goode@gmail.com

Date: Thursday, June 21, 2012 6:54:37 PM

Message:

Updated new server to handle newly revamped reversi code. Thanks to Aalap, finally squished the bug (I think) that caused the server to refuse connections randomly. Coming along, needs tweaking with formatting and still need some more send statements. Will continue to work

----

Added : /trunk/Server Imp/AI.h

Modified : /trunk/Server Imp/UnitReversi.cpp

Modified : /trunk/Server Imp/UnitReversi.h

Added : /trunk/Server Imp/UnitReversiMain.h

Modified : /trunk/Server Imp/game

Modified : /trunk/Server Imp/server.cpp

Revision: 48

Author: curtisfranks

Date: Thursday, June 21, 2012 4:59:02 PM

Message:

Added a game continuation ability and an end of game pause. Changed the name of the Medium AI functions so that I could duplicate them and run different versions of them against one another.

----

Modified : /trunk/AI.h

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/Project2/Project2/Project2.vcxproj

Modified : /trunk/Project2/Project2/Project2.vcxproj.filters

Modified : /trunk/UnitReversiMain.cpp

Revision: 47

Author: curtisfranks

Date: Thursday, June 21, 2012 3:25:37 PM

Message:

Made minor changes to weight system.

----

Modified : /trunk/AI.h

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/cl.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.write.1.tlog

Modified : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Modified : /trunk/UnitReversiMain.cpp

Revision: 46

Author: ckvoss@gmail.com

Date: Thursday, June 21, 2012 9:04:42 AM

Message:

-Added missing 'else' to 'if' in handlePregameInput()

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 45

Author: ckvoss@gmail.com

Date: Thursday, June 21, 2012 8:58:00 AM

Message:

-Squashed last few merge bugs... I'll be sure to update/commit more frequently in the future.

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 44

Author: ckvoss@gmail.com

Date: Thursday, June 21, 2012 8:46:04 AM

Message:

-Resolved small merge issues

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 43

Author: ckvoss@gmail.com

Date: Thursday, June 21, 2012 8:32:01 AM

Message:

-Major Overhaul of GameEngine

-Restructured Player Management. Now possible (and easy) for AI v AI

-Fully functional HARD AI (beats the snot out of random) (just needs work on optimizing utility function)

-TONs of other tweaks, bug fixes, optimizations, and OCD compulsions

----

Deleted : /trunk/AI.cpp

Modified : /trunk/AI.h

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 42

Author: curtisfranks

Date: Thursday, June 21, 2012 6:38:30 AM

Message:

forgot to uncomment some stuff.

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 41

Author: curtisfranks

Date: Thursday, June 21, 2012 6:34:51 AM

Message:

Improved the medium AI, but now it's slower than a sloth.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 40

Author: laramie17goode@gmail.com

Date: Wednesday, June 20, 2012 5:46:35 PM

Message:

Implemented a toString function for the reversi game. Was able to convert an ostream object to a string but resulted in buggy output in the telnet client. The toString function works better, but is still extremely buggy.

----

Modified : /trunk/Server Imp/Makefile

Modified : /trunk/Server Imp/UnitReversi.cpp

Modified : /trunk/Server Imp/UnitReversi.h

Modified : /trunk/Server Imp/game

Modified : /trunk/Server Imp/gameStart.h

Modified : /trunk/Server Imp/server.cpp

Modified : /trunk/server.cpp

Revision: 39

Author: ckvoss@gmail.com

Date: Wednesday, June 20, 2012 5:26:26 PM

Message:

Integrated More HARD AI functionality, still not quite done.

----

Modified : /trunk/AI.cpp

Added : /trunk/AI.h

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 38

Author: curtisfranks

Date: Wednesday, June 20, 2012 4:50:20 PM

Message:

MEDIUM works at one depth forcasting.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/cl.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 37

Author: ckvoss@gmail.com

Date: Wednesday, June 20, 2012 4:00:44 PM

Message:

Fixed bug with UNDO and REDO and deleting memory when copying boards

----

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Revision: 36

Author: curtisfranks

Date: Wednesday, June 20, 2012 3:03:53 PM

Message:

Made changes to minmax.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/cl.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/Project2/Project2/Project2.vcxproj

Modified : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Modified : /trunk/UnitReversiMain.cpp

Revision: 35

Author: laramie17goode@gmail.com

Date: Wednesday, June 20, 2012 2:01:05 PM

Message:

Added Server Implementation Folder

----

Added : /trunk/Server Imp

Added : /trunk/Server Imp/Makefile

Added : /trunk/Server Imp/UnitReversi.cpp

Added : /trunk/Server Imp/UnitReversi.h

Added : /trunk/Server Imp/core

Added : /trunk/Server Imp/game

Added : /trunk/Server Imp/gameStart.h

Added : /trunk/Server Imp/server.cpp

Revision: 34

Author: curtisfranks

Date: Wednesday, June 20, 2012 1:36:31 PM

Message:

Made minor changes.

----

Modified : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Modified : /trunk/Project2/Project2/Debug/cl.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/link.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.command.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/mt.write.1.tlog

Modified : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Revision: 33

Author: curtisfranks

Date: Tuesday, June 19, 2012 8:23:37 PM

Message:

Added some incomplete minMax checkForMax checkForMin functions - compiles. The unix color coding is turned off so I can debug in windows.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 32

Author: ckvoss@gmail.com

Date: Tuesday, June 19, 2012 5:28:43 PM

Message:

Added HARD AI code. Not functional yet

----

Added : /trunk/AI.cpp

Revision: 31

Author: curtisfranks

Date: Monday, June 18, 2012 10:04:54 PM

Message:

broke up the lengthy api() function into handlePregameInput() and handleGameInput(). Also globalized most variables to prepare for port to Java. Additionally, added a toupper usage in GetInput() so that most commands can be entered in upper or lower case and coordinates can be entered in uppoer or lower case without error. I know the commands are supposed to be entered as uppercase, but switching back and forth between capslock and capsoff so frequently was a nightmare.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 30

Author: curtisfranks

Date: Monday, June 18, 2012 7:09:04 PM

Message:

EASY AI (random play) is working now.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 29

Author: curtisfranks

Date: Monday, June 18, 2012 5:27:33 PM

Message:

Implemented the RAND command that selects a random move from GetValidMoves and implements it for the current player.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 28

Author: curtisfranks

Date: Monday, June 18, 2012 4:59:50 PM

Message:

Added a simple scroll 100 lines, clear screen effect and added some of the newer command options to the ? help command return.

----

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 27

Author: curtisfranks

Date: Monday, June 18, 2012 4:45:27 PM

Message:

Fixed final IsValidMove bug.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 26

Author: curtisfranks

Date: Friday, June 15, 2012 6:33:26 PM

Message:

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 25

Author: curtisfranks

Date: Friday, June 15, 2012 6:30:47 PM

Message:

----

Deleted : /trunk/CSCE-315-Project\_2-Design\_Doc.doc

Added : /trunk/CSCE-315-Project\_2-Design\_Doc.docx

Revision: 24

Author: laramie17goode@gmail.com

Date: Friday, June 15, 2012 6:15:14 PM

Message:

Finished Design Doc

----

Modified : /trunk/CSCE-315-Project\_2-Design\_Doc.doc

Revision: 23

Author: curtisfranks

Date: Friday, June 15, 2012 6:03:39 PM

Message:

Added DISPLAY\_OFF

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 22

Author: ckvoss@gmail.com

Date: Friday, June 15, 2012 5:41:43 PM

Message:

Added SHOW\_NEXT\_POS functionality

----

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 21

Author: curtisfranks

Date: Friday, June 15, 2012 5:36:08 PM

Message:

Fixed bug in color coding of symbols.

----

Modified : /trunk/UnitReversiMain.cpp

Revision: 20

Author: curtisfranks

Date: Friday, June 15, 2012 5:30:11 PM

Message:

Added some color.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversiMain.cpp

Revision: 19

Author: ckvoss@gmail.com

Date: Friday, June 15, 2012 5:16:43 PM

Message:

fixed UNDO REDO bug

----

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 18

Author: laramie17goode@gmail.com

Date: Friday, June 15, 2012 5:06:02 PM

Message:

Removed old client/server code. Left the Makefile for the current Server.cpp

----

Deleted : /trunk/client.c

Deleted : /trunk/client\_old.c

Deleted : /trunk/reversi

Deleted : /trunk/server.c

Deleted : /trunk/server\_old.c

Revision: 17

Author: ckvoss@gmail.com

Date: Friday, June 15, 2012 5:04:54 PM

Message:

fixed duplicate definition of Square

----

Modified : /trunk/UnitReversi.h

Revision: 16

Author: curtisfranks

Date: Friday, June 15, 2012 5:01:22 PM

Message:

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversiMain.cpp

Revision: 15

Author: laramie17goode@gmail.com

Date: Friday, June 15, 2012 4:59:33 PM

Message:

Updates to Design Doc (included some AI stuff in Low level section)

----

Modified : /trunk/CSCE-315-Project\_2-Design\_Doc.doc

Revision: 14

Author: curtisfranks

Date: Friday, June 15, 2012 4:55:48 PM

Message:

defined colors

----

Modified : /trunk/UnitReversi.h

Revision: 13

Author: ckvoss@gmail.com

Date: Friday, June 15, 2012 4:51:19 PM

Message:

Fixed coordinate system problems

----

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 12

Author: laramie17goode@gmail.com

Date: Friday, June 15, 2012 4:05:33 PM

Message:

Updated Design Doc. Removed old server/client code. Removed client code.

----

Modified : /trunk/CSCE-315-Project\_2-Design\_Doc.doc

Revision: 11

Author: ckvoss@gmail.com

Date: Friday, June 15, 2012 3:33:00 PM

Message:

-Changed Board output to match specs

-Changed move input to follow c4 standard ( from 2,4)

-Began REDO UNDO functionality

----

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 10

Author: curtisfranks

Date: Friday, June 15, 2012 3:22:42 PM

Message:

Commented.

----

Modified : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 9

Author: curtisfranks

Date: Friday, June 15, 2012 3:15:29 AM

Message:

Added rough draft of Design Document, Product Log, and Burn Down Chart.

----

Added : /trunk/CSCE-315-Project\_2-Design\_Doc.doc

Added : /trunk/Project2/Project2.sdf

Modified : /trunk/Project2/Project2.suo

Added : /trunk/Project2/ipch

Added : /trunk/Project2/ipch/project2-768cca32

Added : /trunk/Sprint Burn Down Chart 6-15-12 Team 2 Project 2.png

Added : /trunk/Team 2 Scrum - Product BackLog.pdf

Modified : /trunk/UnitReversi.h

Revision: 8

Author: curtisfranks

Date: Thursday, June 14, 2012 10:14:38 PM

Message:

compiles fully functional reversi two player game. Only needs undo and redo.

----

Modified : /trunk/Project2/Debug/Project2.exe

Modified : /trunk/Project2/Debug/Project2.ilk

Modified : /trunk/Project2/Debug/Project2.pdb

Modified : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Modified : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Modified : /trunk/Project2/Project2/Debug/Project2.log

Modified : /trunk/Project2/Project2/Debug/UnitReversi.obj

Modified : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Modified : /trunk/Project2/Project2/Debug/vc100.idb

Modified : /trunk/Project2/Project2/Debug/vc100.pdb

Modified : /trunk/Project2/Project2.suo

Modified : /trunk/UnitReversi.cpp

Modified : /trunk/UnitReversi.h

Modified : /trunk/UnitReversiMain.cpp

Revision: 7

Author: laramie17goode@gmail.com

Date: Thursday, June 14, 2012 4:51:09 PM

Message:

Updates to reversi.cpp

----

Modified : /trunk/reversi

Modified : /trunk/reversi.cpp

Modified : /trunk/server.cpp

Revision: 6

Author: curtisfranks

Date: Thursday, June 14, 2012 4:50:20 PM

Message:

Code based on something I found from "Reversi Console by Richel Bilderbeek"

----

Added : /trunk/Project2

Added : /trunk/Project2/Debug

Added : /trunk/Project2/Debug/Project2.exe

Added : /trunk/Project2/Debug/Project2.ilk

Added : /trunk/Project2/Debug/Project2.pdb

Added : /trunk/Project2/Project2

Added : /trunk/Project2/Project2/Debug

Added : /trunk/Project2/Project2/Debug/CL.read.1.tlog

Added : /trunk/Project2/Project2/Debug/CL.write.1.tlog

Added : /trunk/Project2/Project2/Debug/Project2.exe.intermediate.manifest

Added : /trunk/Project2/Project2/Debug/Project2.lastbuildstate

Added : /trunk/Project2/Project2/Debug/Project2.log

Added : /trunk/Project2/Project2/Debug/UnitReversi.obj

Added : /trunk/Project2/Project2/Debug/UnitReversiMain.obj

Added : /trunk/Project2/Project2/Debug/cl.command.1.tlog

Added : /trunk/Project2/Project2/Debug/link.command.1.tlog

Added : /trunk/Project2/Project2/Debug/link.read.1.tlog

Added : /trunk/Project2/Project2/Debug/link.write.1.tlog

Added : /trunk/Project2/Project2/Debug/mt.command.1.tlog

Added : /trunk/Project2/Project2/Debug/mt.read.1.tlog

Added : /trunk/Project2/Project2/Debug/mt.write.1.tlog

Added : /trunk/Project2/Project2/Debug/vc100.idb

Added : /trunk/Project2/Project2/Debug/vc100.pdb

Added : /trunk/Project2/Project2/Project2.vcxproj

Added : /trunk/Project2/Project2/Project2.vcxproj.filters

Added : /trunk/Project2/Project2/Project2.vcxproj.user

Added : /trunk/Project2/Project2/proj2.cpp

Added : /trunk/Project2/Project2.sln

Added : /trunk/Project2/Project2.suo

Added : /trunk/UnitReversi.cpp

Added : /trunk/UnitReversi.h

Added : /trunk/UnitReversiMain.cpp

Revision: 5

Author: laramie17goode@gmail.com

Date: Wednesday, June 13, 2012 5:09:59 PM

Message:

Started work on reversi game.

Added occupiedType (enum)

Added columnType (enum)

Added Piece (class) <- not used yet

Added Position (class)

Added Board (class)

Gave used classes default and useful constructors. Added a stringify function to the Board class. Converts the game board to a string representation. Added setElement function. Takes input as (column, row, piece). Stringify so far works and so does setElement. Can look at the basic game board. Need a way to keep track of 'moves'. Need a way to check for valid 'moves'

----

Added : /trunk/reversi

Added : /trunk/reversi.cpp

Revision: 4

Author: laramie17goode@gmail.com

Date: Wednesday, June 13, 2012 3:37:26 PM

Message:

Deleted some obsolete structs in server.cpp

----

Modified : /trunk/server.cpp

Revision: 3

Author: laramie17goode@gmail.com

Date: Wednesday, June 13, 2012 3:36:27 PM

Message:

Changed the names of client and server to client\_old/server\_old (for reference). Created a basic server.cpp. Can connect via telnet and can receive messages from the telnet client. Added a Makefile to help with compiling the server.cpp since it requires odd parameters that can be difficult to remember. To test the telnet client, type: "telnet localhost 5000" while the server is running on the same machine. Use 2 instances of Putty and connect to the Unix server.

----

Added : /trunk/Makefile

Added : /trunk/client\_old.c

Added : /trunk/server.cpp

Added : /trunk/server\_old.c

Revision: 2

Author: laramie17goode@gmail.com

Date: Tuesday, June 12, 2012 3:56:23 PM

Message:

Added old/archaic client/server code used in a chat program for CSCE-313 (for reference)

----

Added : /trunk/client.c

Added : /trunk/server.c

Revision: 1

Author:

Date: Tuesday, June 12, 2012 3:48:20 PM

Message:

Initial directory structure.

----

Added : /branches

Added : /tags

Added : /trunk

Added : /wiki