

Week 4

This week I finished coding the base game of mancala, and started implementing the minimax algorithm. I used somewhere around 6 hours for this. I am behind schedule, because I should have the minimax algorithm fully implemented by now along with unit testing.

These delays are caused by the implementation of minimax being more challenging than I predicted. I am currently having problems rolling back the game's board state after branches have been explored.

Next week I hope to catch up to the course's schedule by finishing implementing the minimax algorithm, doing unit testing and starting to write the course's toteutusdokumentti.