

## *Week 1*

This week I decided on the topic of this project, wrote the project's README, and started coding. It took me approximately 4 hours to do this.

The idea of this project is to create an algorithmic adversary for the two-player game mancala, as well as a user interface in which this adversary can be played against. The language of this project will be Python, and I will use the minimax algorithm and alpha-beta pruning.

This week I relearnt how to use Git.

It was challenging to decide the topic of this project, but otherwise I didn't encounter any difficulties.

In regards to programming, so far I have created the class mGame, which creates a game of mancala, and has methods for making moves and playing a full game. I have coded some features, such as recognizing when the game is over and printing a view of the board, but I have not executed features such as recognizing when a player should be given another turn, or recognizing when a player has captured their adversary's stones.

I have additionally created a main file that creates an instance of mGame and starts a game.

Next week I will make the turn-taking methods in mGame recognize when a player should get another turn, and when a player has captured stones. I will additionally start implementing minimax into the system.