

- Human AI (Hard)
 - Minimum, move picking/pass
 - Returns a play type too?
 - Move Validation?
- Other AIs (VERY HARD)
 - Need two other ones
 - Could be somewhat random
 - With citations, I'm sure we can recycle some one else's algorithm
- Main Validation (Easy)
 - Check Strategy names from args (if given)
 - If wrong, or too few display a help message
 - Get into interactive mode if no args
 - Show user the strategies, let them pick
 - Exit if they're wrong
 - Then starts game
- GameLoop (Medium)
 - Updates the flags after each round
 - Checks if a player has won/lost
 - Scanning the game grid for surviving pawns?
 - Exits the game, at the beginning of a round if the game over flag is set

Iffy on:

Emphasis on learning how to use data structures

Where the turns get executed (done to the game grid)

Where the turn gets validated? (Probably AI)

How to actually manipulate the game state

Before Reading Week:

Human AI

GameLoop

During/Before:

Main Validation

Other AIs

So, I split this into five things. Human AI, GameLoop, Main Validation, and the 2 AIs.

Human AI is just the chooser for the human AI

GameLoop is a loop that repeatedly does turns, and checks win/loss conditions.

Main Validation is just parsing the arguments passed into the command line. (Args, or from the user typing in strategies)

Other 2 AIs are just whatever algorithms we end up applying to the 2 computer players.

Now, here's what I propose. If we can get a GameLoop, and a HumanAI done before spring break the rest of this should be really straight forward, and shouldn't require us to run into any situations we can't get out of without a TA's assistance. I do think the GameLoop and Human AI will both pose their own unique struggles, so I was thinking of splitting into sub teams of two to focus on this. But, since they both have major interplay we're going to have to discuss and cooperate in order to get them to hopefully work together.

So, I was looking at taking one large chunk of 4 hours, or two smaller chunks of 2 hours and book ourselves a workroom in EEEL or something to tackle this.