Interactive
1 Player
Checkers

Amelia Becker & Harrison Okun
6.111
Fall 2015
Overview
FSM

Player’s move

Computer's move

Computer AI
Game Clock

FSM

Computer time:
12:04

Player time:
09:41

Computer’s turn

expired

Start turn
<table>
<thead>
<tr>
<th>Week</th>
<th>Harrison</th>
<th>Amelia</th>
<th>Both</th>
<th>Deliverables</th>
</tr>
</thead>
<tbody>
<tr>
<td>11/2</td>
<td></td>
<td></td>
<td>Presentation materials, Global modules</td>
<td>Proposal draft (11/3 5PM), Presentation rehearsal (11/5 11AM)</td>
</tr>
<tr>
<td>11/9</td>
<td>Computer AI Logic module</td>
<td>Image capture module</td>
<td></td>
<td>Presentation (11/10 2:30-5:00PM), Proposal Revision (11/13 5PM)</td>
</tr>
<tr>
<td>11/16</td>
<td>Display logic module, Test: AI module</td>
<td>Image processing module, Test: Image capture module</td>
<td></td>
<td>Checkoff checklist meeting</td>
</tr>
<tr>
<td>11/23</td>
<td>Game FSM module, Test: Display logic</td>
<td>Projection and camera setup and calibration, Test: Image processing</td>
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<tr>
<td>11/30</td>
<td></td>
<td></td>
<td>Full testing, optional developments</td>
<td>Status update with mentor</td>
</tr>
<tr>
<td>12/7</td>
<td></td>
<td></td>
<td></td>
<td>Final project checkoff (12/7 4-9PM), Project demos (12/8 6-11PM), Final project report (12/9 5PM)</td>
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</tbody>
</table>
Resources
Stretch Goals

Undo feature

Next Move button and computer projection

First or Second Move
Questions?