*Prerequisites:*

Python 3.5 – 3.6

Pip install tensorflow==1.15

Pip install keras

Pip install zmq

Pip install websockets

Pip install asyncio

Pip install json

*We also added a requirments.txt file in order to avoid any other version mismatch*

***Start up instructions:***

1 - In Console: python GUI.py

2- run “GUI\_exe\GO Game GG.exe” // GUI

3-

if Mode = AI vs AI

1. Run server: yarn start
2. Choose icon on the right from OUR GUI
3. In the console select whether you want to enter client name and URL or use default ones
4. Finally accept request at the server and start the game

if Mode = AI vs Human

1. Choose icon on the left from OUR GUI

b- Choose the human (your) player color

1. In the console select whether you want to enter a move log json file or not

d- Finally start playing from the GUI

***N.B:***

The agent is currently configured to be as fast as possible while being reasonably smart, however it can be modified to be smarter but much slower by:

In game.py line 37, the agent is initialized as follows

self.Agent = AIplayer(.h5FileName)

However, changing it to

self.Agent = AIplayer(h5FileName, MCTS=True, mctSims=n)

will make it smart but slower as long as 600 <= n <= 1600, noting that a single simulations takes 0.06 seconds, we recommend leaving it to the default setting in order not to exceed the 15 minutes time limit while being reasonably intelligent. Any value for n outside the range will be either slower than acceptable or worse than the default setting.