Visualize search tree

(Increase line size the more times a node gets visited, or colour)

Define hypothesis and base trello cards around that

Define changes to the gvg-ai competition in a MD file

Prepare presentation for when we get back

Scaling of the different tree search algorithms with

How does scaling the competition time affect different tree search techniques

Measure the amount of ticks it takes to win each game

How does the scaling of different metrics within GVG-AI affect the performance of different tree search techniques

Competition-Time

MCTS iterations

Exploitation vs explorations ratio

Etc

Use this data to alter the tree search algorithms and combine different techniques to create a hyper heuristic

Modify the tree search parameters and record what each algorithm exceeds at, I.e. winning, exploration of the level and information gathering of the level.

To discover where each algorithm exceeds I will gather lots of data about how the agents played each game, and put that data into a heat map and other graphs to help compare the different heuristics and how modifying the tree search techniques affects the results.

It is sensible to think that all the heuristics may come in handy at different moments of playing a game; for instance having a tree search algorithm that is able to search a large area and explore the map, then switch to a winning algorithm when the level has been explored.