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