NOTES

* more or less hidden layers
* more activation functions in different places
* finish game.py with correct new data generation using log of two AI players
* figure out why game.py gives much more games than expected
* len\_samples to change
* collect information from logs (calculate curves): loss, accuracy in function of epochs
* start report and presentation
* test provided MLP and LSTM baseline and slightly optimizing of each architecture
* CNN implementation and optimizing (+CNN-LSTM)