TODOs for GBG-Framework – WK/05/2017

From TR-GBG.pdf (to be deleted there):

* The n-tuple agent developed for C4 (Connect Four) needs to be ported to GBG.
* Allow only trained agents to be saved.
* Clarify: Is the parameter data flow safe, if we issue a ’play’ or ’compete’

for 2 agents of same type but with different parameters?

Further things:

* Read the section in TR-GBG.pdf on game value / game score and function for accessing it. Can the interface be made simpler? (less functions which are very similar and thus hard to distinguish?)
* Prepare TR-GBG.pdf for publication on CIplus Server