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
* Saving (serializing) of things (logs, agents) is still not safe, if something changes in the classes being serialized. Is it possible (with minimal effort) to read older versions of serialized objects as well?
* Hex: extend to logging with subdirs
* Types.ACTIONS: replace enum (which needs to be extended whenever we need more ACTIONS) by some class construct
* OK: Bug fix in TDAgent.java: We needed to replace the hard-coded   
  private int inpSize[] = { 6, 6, 10, 19, 13, 19, 0, 0, 0, 9 };  
  by the flexible m\_feature.getInputSize(m\_feature.getFeatmode()).
* TD-pars tab: Constrain ‘Feature set’ (= value for featmode) to the set of allowed featmode values for the current game (m\_feature.getAvailFeatmode()) and set the initial value to a sensible value
* During TDNTupleAgt-training: Replace the Minimax-evaluation by proper general evaluation (replace JFreeChart plot title)