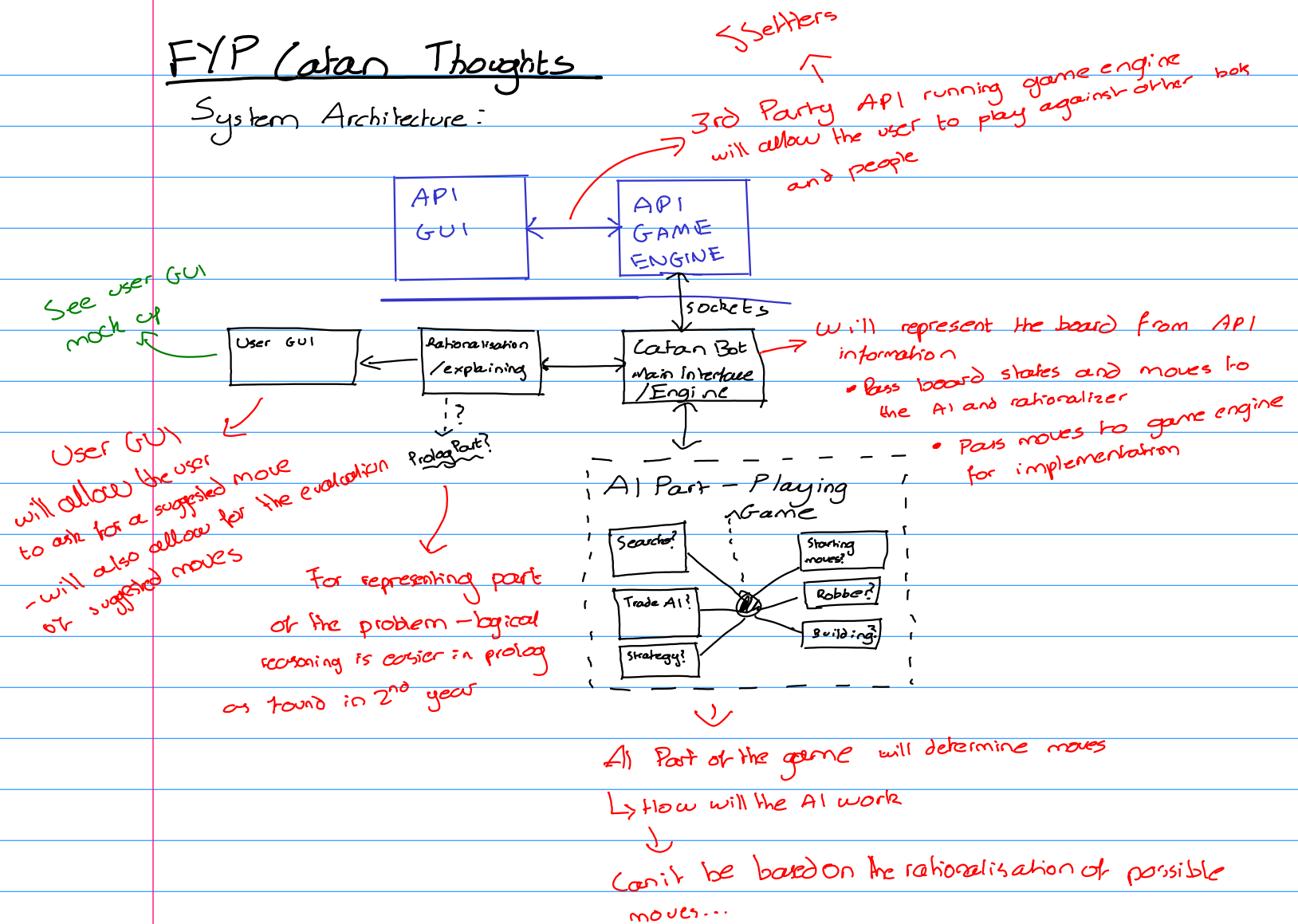
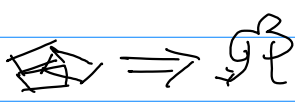
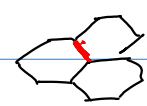


# FYP Catan Thoughts

System Architecture:



User GUI will be greyed out until dice roll

<div>Suggest A Move</div> <div>Let the robot play</div> <div>Move Delay: 10</div> <div>Rate My Move →</div>	<div>Move Suggested   Suggest a move ....</div> <div>  <span>Build road at C3</span>  </div>
<div>Console Feed:</div> <div>"I would recommend trying to trade for wood from ... as he has too much then building a road. If you can't build a road then, .....</div>	

## Main Parts of the program:

AI: To generate possible moves

- ↳ reading needs to be done on AI for Catan - not easily doable by AI like Chess due to uncertainty, multiple opponents, multi-parted moves
- lots of different techniques

Rationaliser: To explain and evaluate moves given the state of the board and moves played - try to use logic but will probabilistic methods be needed in places

- ↳ GUI for rationaliser so that

Some glue will be needed to join it together + send info to the game.