Learn baby learn:

* The semi-constants you chose to learn
  + Number of maximum soldiers allowed to be made
  + Number of maximum archers allowed to be made
  + Number of maximum workers allowed to be made
  + Number of maximum barracks allowed to be made
  + Number of maximum refineries allowed to be made
* Your heuristic for your performance
  + Entirely on how long it took you to win, or if you lost then makes it functionally horrible
* How you implemented the hill climbing technique
  + We used dictionaries to calculate, store, and look at history and figure if we should increase the semi-constant or decrease it. If we can’t beat the best performance, then we reset it to a random max and start again. We figure this out by comparing best performance round data with current one and then decide what to do from here.
* How you implemented the random restart technique
  + If we fail to beat the best performance for 10 rounds, reset to a random max.
* Discuss the results of your learning algorithm
  + Did any of the learnings surprise you?
    - No not really
  + Did any of them settle on the value you started with after testing all of the others?
    - Yes, we encountered the random restart a couple times.
  + How did modifications to one semi-constant impact another?
    - Well, sometimes it made it worse, other times it made it better.