2/26 Milestone Report - HearthNash

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Major Changes

There have been no major changes in the goals or implementation of our project since the last milestone report.

What You Have Accomplished Since Your Last Meeting

Since the last meeting, I added memoization to the match tree generation system and to the metric analysis, so that longer/complex matches can be simulated far more efficiently. I also converted all the code to use node modules in order to use it on the command line. Finally, I made progress on saving data to file.

Meeting Your Milestone

We only met part of our milestone for this week. The optimization was completed, but file I/O is only done for metas. No additional measurement scheme was written, nor was data ingestion for real-world data integrated. We tried to contact a potential source of data and have not heard back, but we did find some data readily available online that could be quite useful.

Surprises

There were no major surprises this week, although I took longer than expected to set up the command line interface due to my own mistake with typescript installation.

Looking Ahead

The next milestone has been updated to include completion of file I/O, an additional measurement scheme, and data ingestion from real-world data. The command line interface has been removed, because it has now been completed.

Resources Needed

We do not require any additional resources to complete this project.

Revisions to Your Future Milestones

[Green indicates goals added. Red indicates goals moved/removed]

<u>March 16th</u>
- Add file I/O for match trees and metrics.
- Integrate some form of data ingestion for real-world decklist winrate data.
- Implement a command-line tool to streamline data generation and analysis.
- Design and implement one more measurement scheme for desirable qualities.
- Collect and analyze data for each match format, across all measurable qualities.
  - Draw conclusions and build understanding based on the results.