Baguette code description

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1. Overview

Our agent is based on a simple principle which is called the trust coef. We chose the principle because it was both easy to implement and develop, so efficient in terms of coding time/in game performance. During the development, the 5 and 15 players modes were not differentiated, thus, no custom method for the specific modes were created.

2. Main principle

The main principle is as follows, every action of our agent is determined by the trust coefficient (going from 0 to 100). This trust coefficient is a value given to every agent in the game (50 so a neutral trust coef), and later is modified depending on their actions and the information that we know. For the villager team, an agent with a trust coef of 100 is guaranteed to also be one of the villager roles, so in contrast, an agent with a trust coef of 0 is a werewolf. The working process of this trust coef is inverted for the werewolf team, 100 means a target to be killed as soon as possible, and 0 an ally.

3. Examples of trust coefficient evolution

- If an agent votes against us, its trust coef will be decreased by 10.
- While being a seer, if a werewolf is discovered, its trust coef will be set to 0.
- If an agent declares its role as the same as mine, its trust coef will be lowered by 40.