We are in the progress of implementing an AI to play mine sweeper. The bulk of our time thus far has been spent finding code for the game minesweeper, sifting through that code, and discussing and researching what approach we want to take when implementing the AI. In class on Tuesday, we plan to solidify our plan and begin implementing it.

The public community made version of mine sweeper we found is set up for a human to play, but it has no AI implementation. Our first goal has been to understand how the code works so we can understand where and how to implement the AI. We have started discussing what parts of the source code we can cut since much of it focuses on enabling a human to play, which we do not necessarily need.

Our second goal is deciding on an approach to the AI and then figuring out how to implement that. There are various approaches we have thought about taking. Using an algorithm that takes probability into account seems promising. When playing minesweeper and you do not know what to do next, considering the probability of any given square having a mine and choosing the square that is most likely safe can be a strong strategy to use. This could be configured into a search algorithm using a heuristic where you use the total mines remaining, total open squares around a given square, and the number of mines a square is known to be near to calculate a probability.