RUSH\_HOUR PROJECT 2 PLAN

OUTLINE:

For our bot, our plan is to use a maxn search as we assume that most players will be making moves that are most valuable for them rather than least valuable for us. We will combine this search with an evaluation function that is based on Temporal Difference Learning which uses the probability of winning as a substitute reward as reaching a terminal state in Chexers will not be feasible with the time and memory limits. This probability of winning will be calculated by using simulations of Monte Carlo Tree Search for non-terminal positions. Our bot will then conduct self-play to improve its evaluation function.

WORKLOAD:

COMMUNICATION:

As my partner and I are very close friends, online discussion about the project will be quite constant. Also we plan to meet up on Wednesdays and Thursday for in person discussion and working together to complete the project.

IMPORTANT DEADLINES:

Toai:

* 29/04 Computer Systems Project
* 3/05 Software Modelling and Design Project