Meeting record	
March 2rd, 2017	
Talk content	**Plan**
1.Random (totally random) **!=** Simple(simple AI)	1. Add random game and check simple game!
2. Random VS Simple => get a conclusion(simple > random)	2. Add a file that could record every output(testID, winner, the number of left pieces, the whole value of all left pieces) !
3. play(ANN, ANN*) to train	3. Use play(ANN,Simple) to get the initial ANN or play(ANN, Random)