Meeting record	
February 24th, 2016	
Talk content	**Plan**
1. Random game. (See Appendix A)	1. Interim report' feedback
2. ANN network (see Appendix B)	2. Try to see if Simple is better than Random by playing them (1000 games?) and recording the ratio of wins. Assuming Simple is better, you then have two strategies to compare your evolved ANN strategies against.
3. Interim report (weakness: research part, too much SE)	3. Rewrite Random game
4. **coevolutionary!!!** How to build a ANN to self-learning? (see Appendix C)	

Appendix A:

1. **What is a random game?**

- **The each movement should be random.**

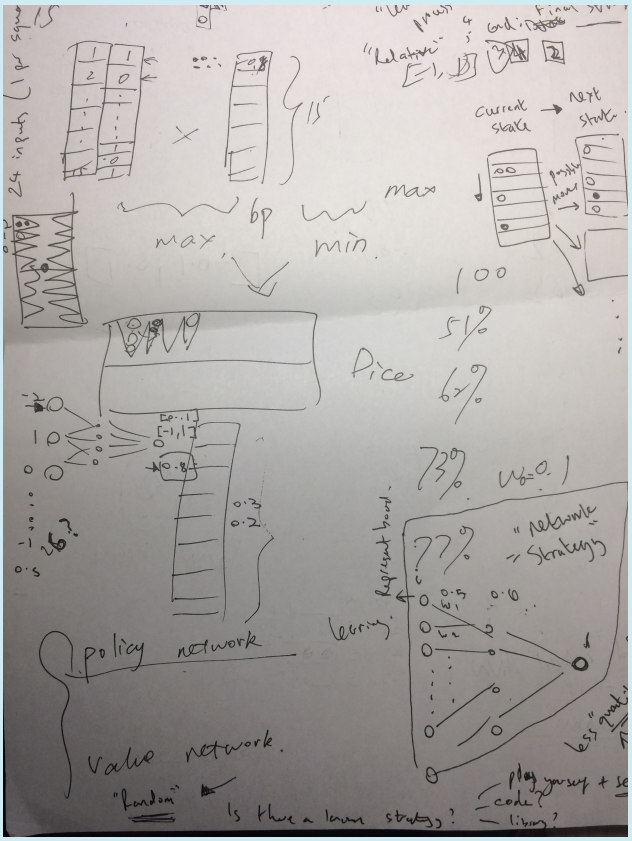
2. * Improvements: a. If its possible to capture/take opponents piece, then take

b. If its possible to cover your pieces (i.e. Not leave your piece isolated on its own so that it is vulnerable to be taken) then choose that option

c. If you have to leave a piece isolated, then choose the position that is least likely to be taken (the highest probability score with two dice is 7. Also, 6 or less can be achieved by each individual move. Therefore, you want to be as far away from opponent as possible (12 is better than 11, is better than 10, is better than 9…)

d. Else, choose random move

Appendix B:



Appendix C: 1. Game board: 0-to-pass, 1-to-pass…15-to-pass

2. ANN VS Random (50 %)