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| Meeting record | |
| September 16th, 2016 | |
| Talk content | **Plan** |
| 1. Finish Part: a game demo | 1. Add a random move (machine move) |
| 2. Suggestions on next step | 2. Add a class to choose show the table or not |
| 3. Explain more stuff on NN | 3. Add a class to choose human or machine play |
| See Appendix A about the more detailed talking | 4. Find any software of backgammon did by others [backgammon library? PUBEVAL (ideal ?! if I can find, use this to evaluate :-()) |
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| Appendix A: | |