|  |  |
| --- | --- |
| 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) |