# Supervisor Meeting

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1. Meeting Summary
   * 1. Covered what was done in the last week – Python code
     2. Discussed future plans
        1. Optimisation of Towers
           1. Place towers on Nodes with the Most Unique Distances
           2. Narrow search down to previous targets neighbours

If Target X is at node B or C on turn 1

Then on turn 2 X must be on one of B or C’s neighbouring nodes

* + - 1. Optimisation of Target
         1. Move to a node of non-unique distance
         2. Avoid Unique nodes
    1. Mathematical reasoning will be required for justification.
    2. Comparing different types of graphs in the future
    3. Begin mentioning resources and code-bases required before meetings
    4. Discussed what to do in the Next week

1. Plan of Work
   * 1. Implement a Turn system
     2. Improve current code-base
     3. Start thinking about Tower optimisations ^ Shown above **^**
2. Requirements
   * 1. None
3. Long Term Plan
   * 1. Finish basic code, begin to implement and test optimisations, start looking towards comparing different graphs. i.e.
        1. An intelligent Target vs a Random moving target – Intelligent target better in some graphs, no difference in others (i.e. a path, a clique etc)
        2. An intelligent Tower vs a Random placed Tower – Same idea as above.