Project Vulpix Weekly Progress Report #11
4/11/19 – 4/17/19

This weekly summary report for the eleventh week of Project Vulpix will describe the progress of the team as well of each individual member. It will also describe the problems encountered last week and the solutions the team agreed on. This being our last week of presentations we will be trying to get everything finished up to the best point possible.

We have continued work on implementing the Monte Carlo tree. We need the tree to process through the nodes correctly while updating all the information simultaneously. We are working on making the output from the program more easily read and understood by the user. On top of this we have been correcting errors as we come across them. There are many nodes that the tree must traverse while keeping the Game State information correct. To this point the project is nearing completion, there are still minor bug fixes that need to be implemented, as well as finishing the Monte Carlo tree, but it is almost there.

This week has also been partially dedicated to adding to the user manual as the program approaches its final coding. We want to be sure that what is put in the user manual is concurrent with the final program. All of the code on the manual and images of the game state must match in order for the user manual to be even slightly useful.

From this point we will focus on completing all of the documentation we need. The user manual must be completed. We will also prepare for the Final presentation by creating a video capable of showing the function of Project Vulpix. On top of that we will be prepared to answer any and all questions that may be asked after the presentation is given.