

Project Vulpix

Weekly Progress Report #9

3/28/19 – 4/3/19

This weekly summary report for the ninth 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, as well as what is planned for next week.

This week we included the energy check system. The energy check system will go through the different energies that you have played so far and determine if a specific attack is able to be performed, if you have the correct amount and type of energies. If it works properly, it will determine the legal attacks that can be performed this turn.

Implementation of the get moves function has been started. This will go through the players hand and field to determine any and all possible moves than can be done this turn. This includes, playing pokemon, trainers, stadiums, energies, and also lets you know what attacks are legal based on what the energy check system has determined. These will be displayed to let you know all of your options for this turn.

Working on the implementation of the Monte Carlo Tree has been started and progress is being made. A formula is for the search tree to follow has been added and will give it the ability to traverse through the different nodes of the tree. Nodes will be created based what

function calls the node, the move that is to be performed, and the game board state. For each move that is performed in a turn, a node will be created and traversed. Each player turn has the potential to create and traverse multiple nodes in one turn, this is because multiple moves can be performed during a single player's turn.

Next week we will be working on finishing up the Monte Carlo tree creation, as well as make sure all bugs in the game engine have been fixed. After this is done we will be polishing up the game engine and making the displayed information easy to read and understand.