Project Vulpix
Weekly Progress Report #7
3/7/19 – 3/20/19

This weekly summary report for the seventh 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 implemented a secondary artificial intelligence for the program to play against. This way we are able to check and make sure the game engine works properly, and processes through the steps correctly. The outputs from the program show that they AIs are able to make decisions, and the processes for those decisions are giving the correct output. Having the two artificial intelligence play against each other also gave us confirmation that the information is properly being properly taken from the dictionary to create card objects to be played. Since the Ai makes these choices much more quickly than the average person, we can run it repeatedly to check for any possible errors.

Refactored the attack functions in order to account for weaknesses. This will make an attack do extra damage to an opponent that is weak to that specific attack's element. We found through all of this that the project will run through to completion without produces errors from either AI's actions.

Next week we will finish implementing all of the different card types, along with their actions. We will be planning on figuring out the mathematical analysis of the Monte Carlo tree, and come up with the formula that we will be using to calculate the estimated probability of winning.