

# Project Vulpix Weekly Progress Report #10

## 4/4/19 – 4/10/19

This weekly summary report for the tenth 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 past week we worked on adding to the Monte Carlo tree. What we have been doing is making sure that the information within the nodes of the tree is correct and updated after every move. We are also going through to record outcomes of the match and the moves that lead up to it. This way the AI will be able to progress through the tree while determine the proper moves available to you. Focused some on fixing any errors that have been appearing while running the code, so it will progress more smoothly.

We have also started writing out our user manual. We plan on this being easily readable, so the user can access and run the project with ease. This is a very important part of making the program understandable to all those who wish to use it.

Throughout the next week we will continue to finish the Monte Carlo tree, as well as fix any errors that may arise from this. On top of that we will be working

on the user interface to make it more readable, and easier to understand. This week we will add in all of the changes that we think will stay in the final program to the user manual and explain what goes into them and how they work.