Theory of Computer Games 2017 - Project 6

In the series of projects, you are required to develop AI programs that play *2584 Fibonacci*, a 2048-like game, which is similar to the one at here.

Overview: **Join the 2584 Fibonacci tournament**.
1. Fine-tune the player and the evil you designed in Project 4 and 5.
2. Make sure that the programs are able to connect the arena.
3. Compete in the tournament.

Specification:
1. Date: T.B.D.
2. The rules are similar to the one of Project 4 and 5 with the following change:
   a. The evil should decide the **position** of new tile.
   b. The **type of new tiles is decided by the server**.
   c. The probabilities of dropping **1-tiles** or **3-tiles** are **0.75** and **0.25**, respectively.
   d. Refer to e3 for more details and rules of the tournament.
3. The hardware is not limited.
   a. Your agents should be able to establish stable connections to the arena server.
4. The **testing speed** should be at least **1,000 actions per second** (time limit).
   a. 1,000 actions per second is the speed on the local computer.
   b. After connected to the server, due to the network latency, you may notice that the speed of your agents is lower than the testing speed on the local computer.
   c. The speed observed by the arena server should be at least **10 actions per second**.
5. Implementation details (**the arena protocol**):
   a. Your program should recognize the following input arena messages:
      i. `match ID open AGENT:AGENT`
      ii. `match ID [play/evil] take turn [, drop TILE]`
      iii. `match ID [play/evil] move ACTION_CODE`
      iv. `match ID close AGENT`
   b. Your program should use the following output arena messages:
      i. `match ID [play/evil] ready`
      ii. `match ID [play/evil] move ACTION_CODE`
   c. Please refer to the sample code and e3 for details.

Methodology:
1. The arena protocol has already been implemented in the sample code.
   a. While you may need to modify some lines.

Submission: No need.

Scoring Criteria: T.B.D.

Hints: Check the e3 platform for any announcements of the tournament.