ARTIFICIAL INTELLIGENCE VS HUMAN: WHO WINS THE BOARD GAME

Agenda

Date/Time: **Monday** 12th April 2021, 1:00 pm (Australian Central Daylight Time)
Location: Zoom: 880 4957 0107 Password: LAUS
Attendees:

Supervisor: Prof. Peng Shi ;
Advisors: Xin Yuan, Yuan Sun, Zhi Lian and Yang Fei;
Group members: Vigneshraj Perumal Raja(Secretary), Zhuoran Yang and Zichen Hao(Chair).

1 Apologies

No apologies recorded.

2 Review minutes of the last meeting

Friday 29th March 2021, 11:00 am to 11:45 am, 45 mins

3 Actions arising from the last meeting

Action	Assigned to	Status
Work on algorithms and apply it to board game and get demonstrations	Viki	Ongoing
Make a diagram of own modules	All	Ongoing
Work on the alpha-beta pruning algorithm	Zhuoran	Ongoing
Game environment code for 2 human players.	All	Completed

4 Status report

4.1 Report from each team member

4.2 Other activities

Members will talk about the problems that they met in this week and ask for help.

5 New Business

Leave this section for the next meeting if some new items need to be discussed in the next meeting.

6   Supervisor's feedback

Supervisor or advisors will provide some feedback and suggestion about the game and system structure.

7   Next meeting

Not determined yet.

8   Close meeting