

#### ARTIFICIAL INTELLIGENCE VS HUMAN: WHO WINS THE BOARD GAME

#### Minutes

**Date/Time:** Friday 12<sup>th</sup> April 2021, 1:00 pm (Australian Central Daylight Time)

**Location:** Zoom: <u>833-5515-3796</u> Password: LAUS

**Present:** 

Supervisor: Prof. Peng Shi; Advisors: Xin Yuan and Yang Fei;

Group members: Zichen Hao(Chair) and Zhuoran Yang and Vigneshraj Perumal

Raja(Secretary).

# 1 Meeting started at 1:00 pm

## 2 Apologies

Prof. Peng Shi was not available to attend the meeting.

## 3 Minutes of the last meeting

Friday 05<sup>th</sup> March 2021, 1:00 pm -1:30 pm (Australian Central Daylight Time), 30 mins.

## 4 Actions arising from the last meeting

Action	Assigned to	Status
Work on algorithms and apply it to five-in-a-row and get demonstrations	Viki and Zhuoran	Ongoing
Code for five-in-a-row game environment	Zichen	Completed
Corrections in system structure	All	Ongoing

# 5 Status report

## 5.1 Report from each team member

Viki explained the Minimax working with demonstrations. Zichen helped Viki and Zhuoran with five-in-a-row environment. Zhuoran explained about the AB pruning working with demonstration.

### 5.2 Other activities

Students had some doubts about the algorithm taking lot of time to give an output. Advisors gave them a detail idea about it.

FYP 7271 1 of 2

## 6 New Business

Not apply, leave this section for the next meeting

# 7 Supervisor's feedback

Vernon suggested to check with two/three rows for each turn which will reduce the time consumption and asked to try saving the search result that helps in further turns. Once all set, he advised to remove the printing option that results in time saving.

# 8 Next meeting

The next meeting will be held at 1 pm on Friday, the 19<sup>th</sup> of April.

## 9 Actions

Try applying Vernon's idea to the algorithm and complete the system structure.

# 10 Meeting closed at 1:30pm

FYP 7271 2 of 2