ARTIFICIAL INTELLIGENCE VS HUMAN: WHO WINS THE BOARD GAME

Minutes

Date/Time: **Friday** 26th February 2021, 1:00 pm (Australian Central Daylight Time)
Location: Zoom: 833-5515-3796 Password: LAUS
Present:

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

1   Meeting started at 1:05 pm

2   Apologies

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

3   Minutes of the last meeting

Friday 05th March 2021, 1:05 pm -1:40 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	Ongoing
Corrections in system structure	All	Ongoing

5   Status report

5.1   Report from each team member

Viki explained the system structure. Zichen wrote Python code for the five-in-a-row environment, with certain iterations which she is trying to change.

5.2   Other activities

Students had some doubts about the system architecture and function of game environment. Advisors gave them a detail idea about it.

6 New Business

Not apply, leave this section for the next meeting

7 Supervisor's feedback

Vernon suggested to choose one game and one algorithm with a proper system design along with a detailed explanation because system structure guides the team mates to stick with the perfect goal instead of getting deviated. It is discussed to submit it by this weekend.

8 Next meeting

The next meeting will be held at 1 pm on Friday, the 12th of March.

9 Actions

Action to all group members to work on the system design with detailed explanation and send it by this weekend (7th March 2021).

10 Meeting closed at 1:40pm