AI tricks and tips

* Make sure not to use too many global variable naming conventions, it could really fuck up your program. Use deep copies of variables and copies when you can
* For AI development and knowledge, be EXTREMELY explicit about the knowledge the AI has to know. Include counterfactuals of knowledge, and everything that knowledge entails. When coding for the Knights and Knaves, I needed to add probably double the knowledge statements I thought I had to to make sure everything was explicitly understood by the AI
* I think you need to make sure you completely understand the pseudo algorithm of the program before implementing the code. I basically did barely anything in the Minesweeper code because I didn’t understand what each of the classes were doing. I missed out on key aspects. So write the spuedo code down properly before doing it. Make it follow a logical sequence. Logic and rigour are going to be important in coding and mathematics in the future.
* Make sure the maths are precise and pristine. One wrong calculation could cause hours of headache.