Project B Plan

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Approach

- Utilise Temporal Difference Learning (TDL) to learn a set of weight for the evaluation function.
 - Produce an error function and a list of attributes for GDL.
- Utilize *n*-player Adversarial Search to predict steps for the player
- Research on additional strategies online to improve the algorithm.

Workload share

- Jin
 - Implement search algorithms of the player. (n-player Adversarial; etc.)
- Mingda
 - Produce error function, attribute list
 - Use TDL to produce evaluation function
- Together
 - Research on additional strategies online to improve the algorithm.

Communication channels and frequencies

Communication channel Meet-up; Telegram;

Time Every Saturday and Sunday 14:00 to 17:00.

Important deadlines

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W	Sunday		Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	r
7		14	15	16	17	18	19		20
				Jin: VJL Role				Meet-up	
				Play					
X		21	22	23	24	25	26		27
	Meet-up		MD: Blocked	MD: Blocked	MD: Blocked	MD: Blocked	MD: Blocked	Meet-up	
8		28	29	30	May 1	2	3		4
	Meet-up		Jin: VJL Es-				MD: Logic	Meet-up	
			say 1						
9		5	6	7	8	9	10		11
	Meet-up							Meet-up	
10		12	13	14	15	16	17		18
	Meet-up		Jin: VJL				ML Project 2	Meet-up	
			Analysis						
11		19	20						
	Meet-up		AI: Project 2						