**GROUP:** The3Musketeers

**MEMBERS:** BRIAN LAM, DAVID REISENBERG, VENKATESH VASUDEVAN

**TUTOR:** JORDAN BROWN, WEDNESDAY 4PM

**DESCRIPTION**: Mechanical Turk plan and project management details

**Our Diabolical Strategies**

* STRATEGY 1: BASIC AI
  + Build arcs to extend territory, and then campuses as soon as AI can afford it to so that it can maximise collection of resources.
* STRATEGY 2: SMART AI
  + Build arcs towards desirable vertices (with desirable resources) and save resources until vertex is reached, then build a campus there. Then move onto the next desirable vertex, then build another campus there.
* STRATEGY 3: Aggressive AI
  + Build ONLY arcs towards the closest enemy player campus (unless a campus is needed to attain ARC building resources i.e. B? + BPS, then build a campus for that purpose), wall them off, then move onto the next closest enemy campus until damage is maximised. Then focus on maximising KPI as a secondary objective.
* Some extra notes:
  + Possibly focus on expansion / stealing as much “market share” as possible before focusing on upgrading units (i.e. normal campus 🡪 GO8). So following this idea, don’t upgrade campuses / don’t build spinoffs until you have maximised territorial gain. This way, you will max resources + prevent enemy AI from improving.
  + Possibly switch AI “modes” depending on the surrounding resources that you start with. E.g. if you start off with ARC building resources around you, use the aggressive AI strategy etc.

**Strategies Rank**

1. Build BASIC AI  
   Easiest to make, since logic is (if enough resources 🡪 build 🡪 maximise KPIs)
2. Build SMART AI third.  
   A sort of “extension” to the basic AI, since it will decide on “where to go” to desirable vertices.
3. Build AGGRESSIVE AI

Another “type” of AI.  
More types of AI will cover ground against different sorts of enemy AI.

**AI Project Management**

* We will meet twice a week. Once in the labs + once outside of labs.
  + WEDNESDAYS + TBA DAY
* We will also collaborate online when needed via. Skype.
* Each AI can be separated into three stages, tasks will be divided accordingly:
  + Can I buy X?
  + What do I want to buy?
  + Where do I want to be?