AI Notes:

4/16:

* Make the AI Smarter
  + Smarter road placement
* Make sure the game actually works
  + Longest road
  + Dev cards/largest army
  + 3 to 1 Ports
* Add features

4/2:

Current AI functionality

* Build settlement
* Build city
* Build road
* Buy dev card
* Trade 4 to 1

Functions to add:

* Trade using port
* Use dev cards

Smart/Dumb AI

* Dumb AI will pick a random action
* Smart AI does actions in order listed above (basic priority)
* In 100 game test: smart AI won a majority of the time (more than 25%)
  + RESULTS:

Initial Settlement Placement:

Current Status

* Random placement: ranking the spots on the test board
  + Goal: to produce an ordered list of spots based on number of games won with that initial position

To DO:

* Informed Placement:
  + Requires a list of features (way to determine the presence of those features)
  + Requires an algorithm that maximizes features based on the weight of each features