



# Memoarrr!

Mark van Dam  
Cosmin Harsulescu  
Clemens Kaiser  
Mart Berends

# Agenda



The Game



The App



The Model

# The Game







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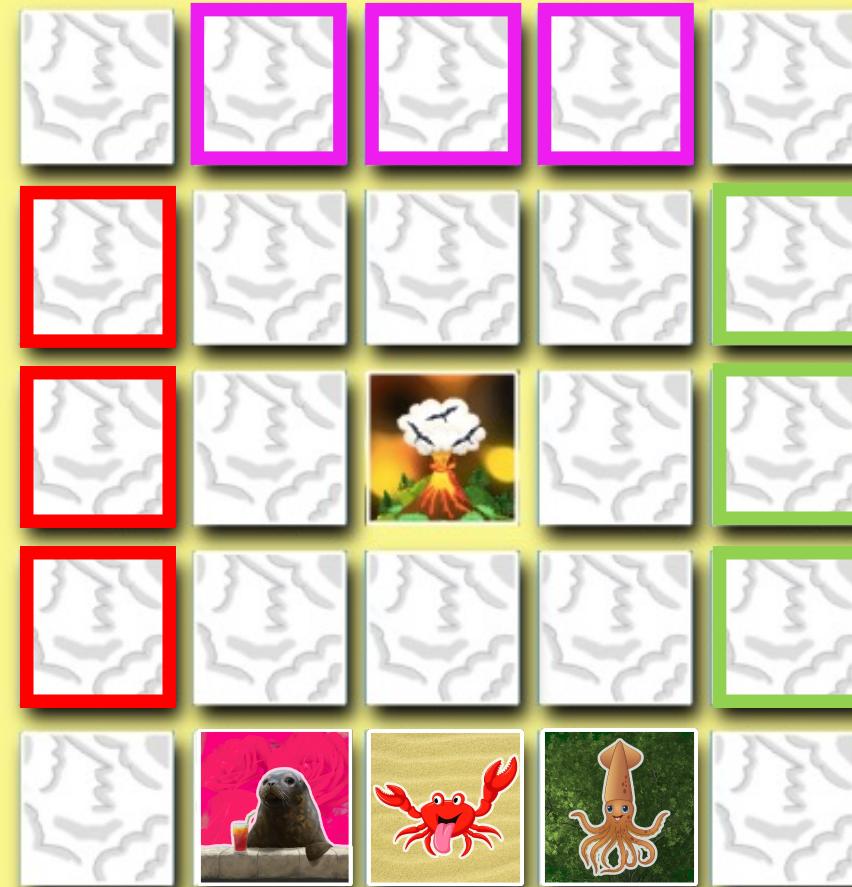
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Z





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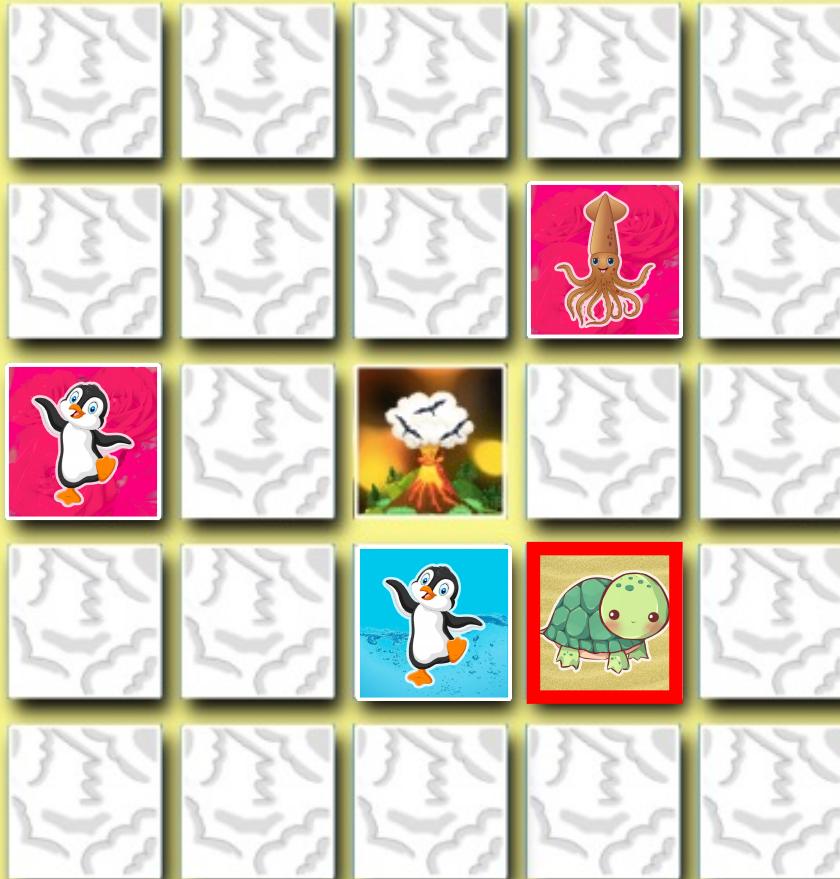


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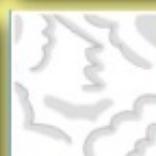
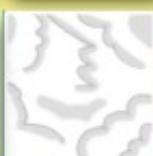
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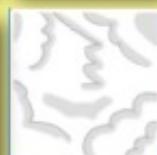
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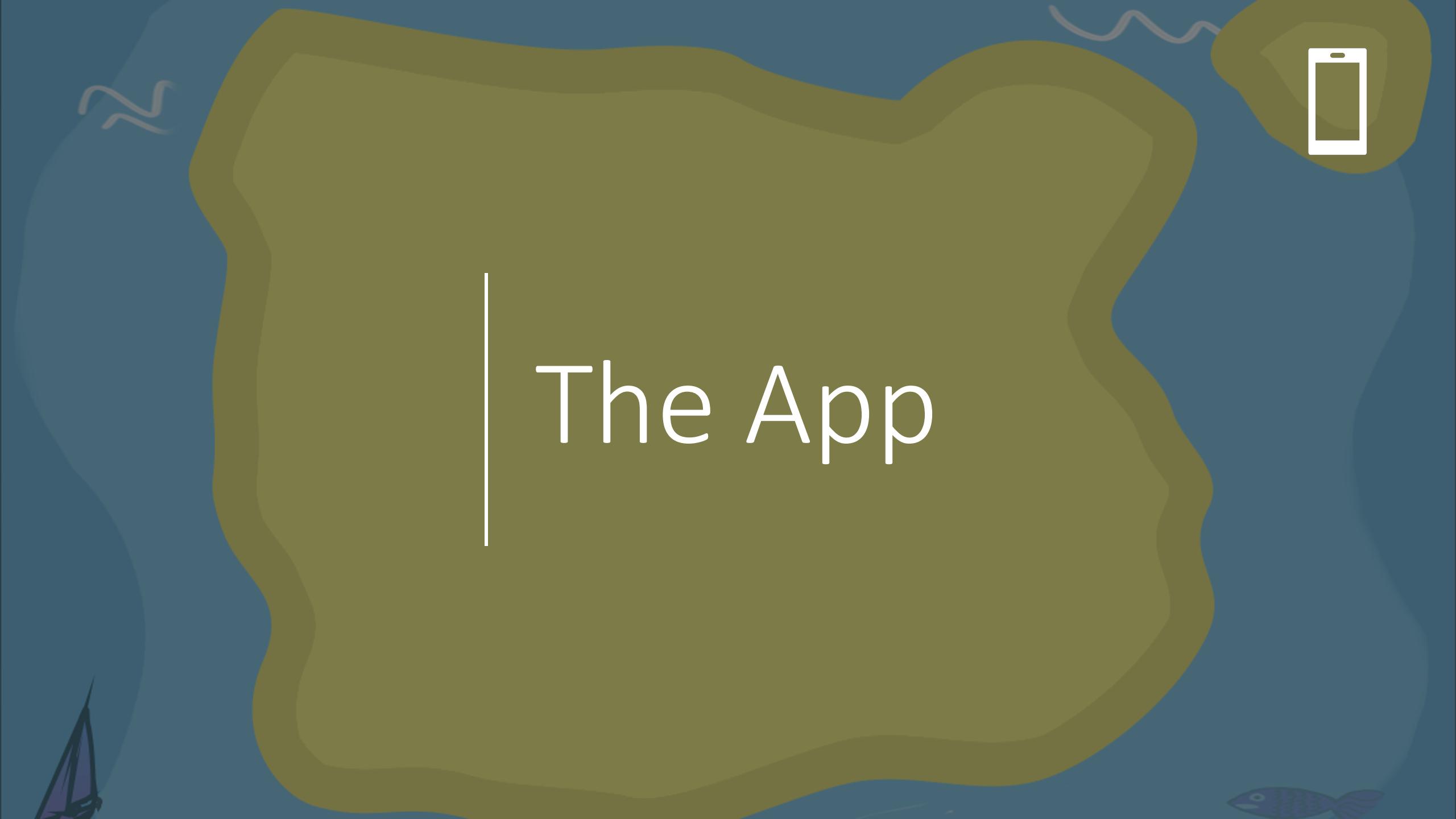


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# The App

# The Model





+action  
"memorized"

Visual =  
Memorize

Start

Remember  
Card

+ other  
elements

Card  
Remembered

-vision  
(add to DM)

Visual =  
myTurn + other  
elements

Check Card  
(Retrieval)

+action  
retrieval Error

+retrieval  
card number

Retrieval  
Failed

Compare retrieved card with  
information (other elements)  
from last flipped card

Retrieval  
Successful

Animal  
Match

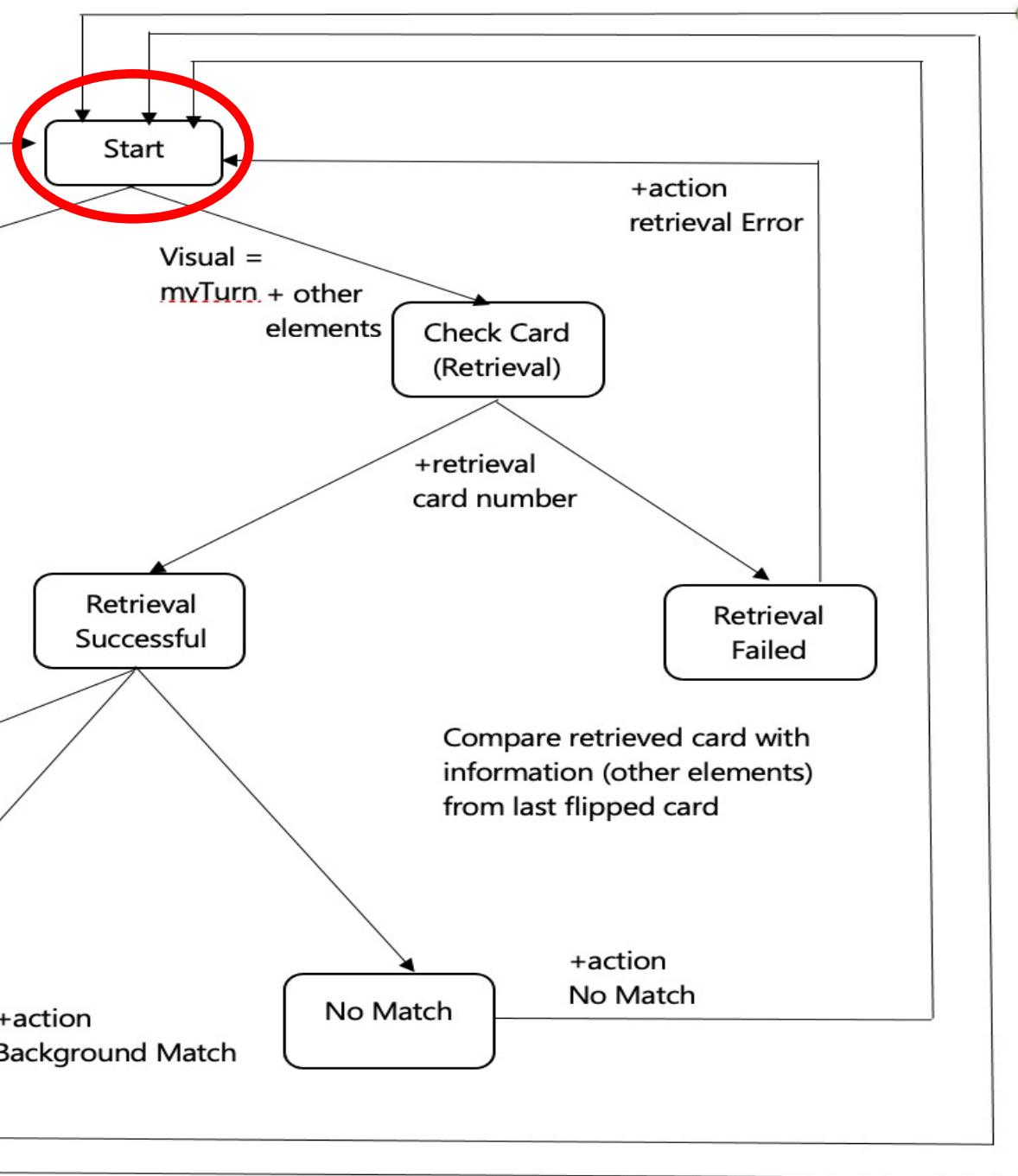
+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match





+action  
"memorized"

Visual =  
Memorize

Start

+ other  
elements

Remember  
Card

Card  
Remembered

-vision  
(add to DM)

Visual =  
*myTurn* + other  
elements

Check Card  
(Retrieval)

+action  
retrieval Error

+retrieval  
card number

Retrieval  
Failed

Compare retrieved card with  
information (other elements)  
from last flipped card

Retrieval  
Successful

+action  
No Match

No Match

+action  
Background  
Match

Background  
Match

+action  
Animal Match

Animal  
Match



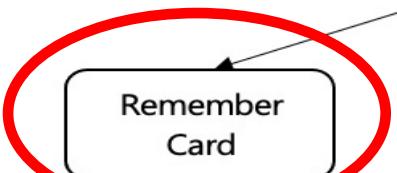


+

+action  
"memorized"

Visual =  
Memorize

Start



+ other  
elements

Card  
Remembered

-vision  
(add to DM)

Visual =  
myTurn + other  
elements

Check Card  
(Retrieval)

+action  
retrieval Error

+retrieval  
card number

Retrieval  
Failed

Compare retrieved card with  
information (other elements)  
from last flipped card

Retrieval  
Successful

+action  
No Match

No Match

+action  
Background Match

Background  
Match

+action  
Animal Match

Animal  
Match

+

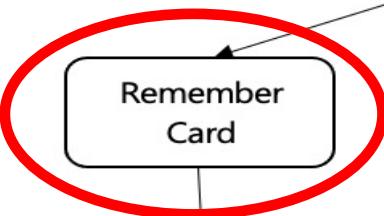


+

+action  
"memorized"

Visual =  
Memorize

Start



+ other  
elements

Card  
Remembered

-vision  
(add to DM)

Visual =  
myTurn + other  
elements

Check Card  
(Retrieval)

+action  
retrieval Error

+retrieval  
card number

Retrieval  
Failed

Compare retrieved card with  
information (other elements)  
from last flipped card

Retrieval  
Successful

+action  
No Match

No Match

+action  
Background Match

Background  
Match

+action  
Animal Match

Animal  
Match



+

+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Start

+action  
retrieval Error

Remember  
Card

-vision  
(add to DM)

Card  
Remembered

Check Card  
(Retrieval)

+retrieval  
card number

Retrieval  
Failed

Retrieval  
Successful

Compare retrieved card with  
information (other elements)  
from last flipped card

Animal  
Match

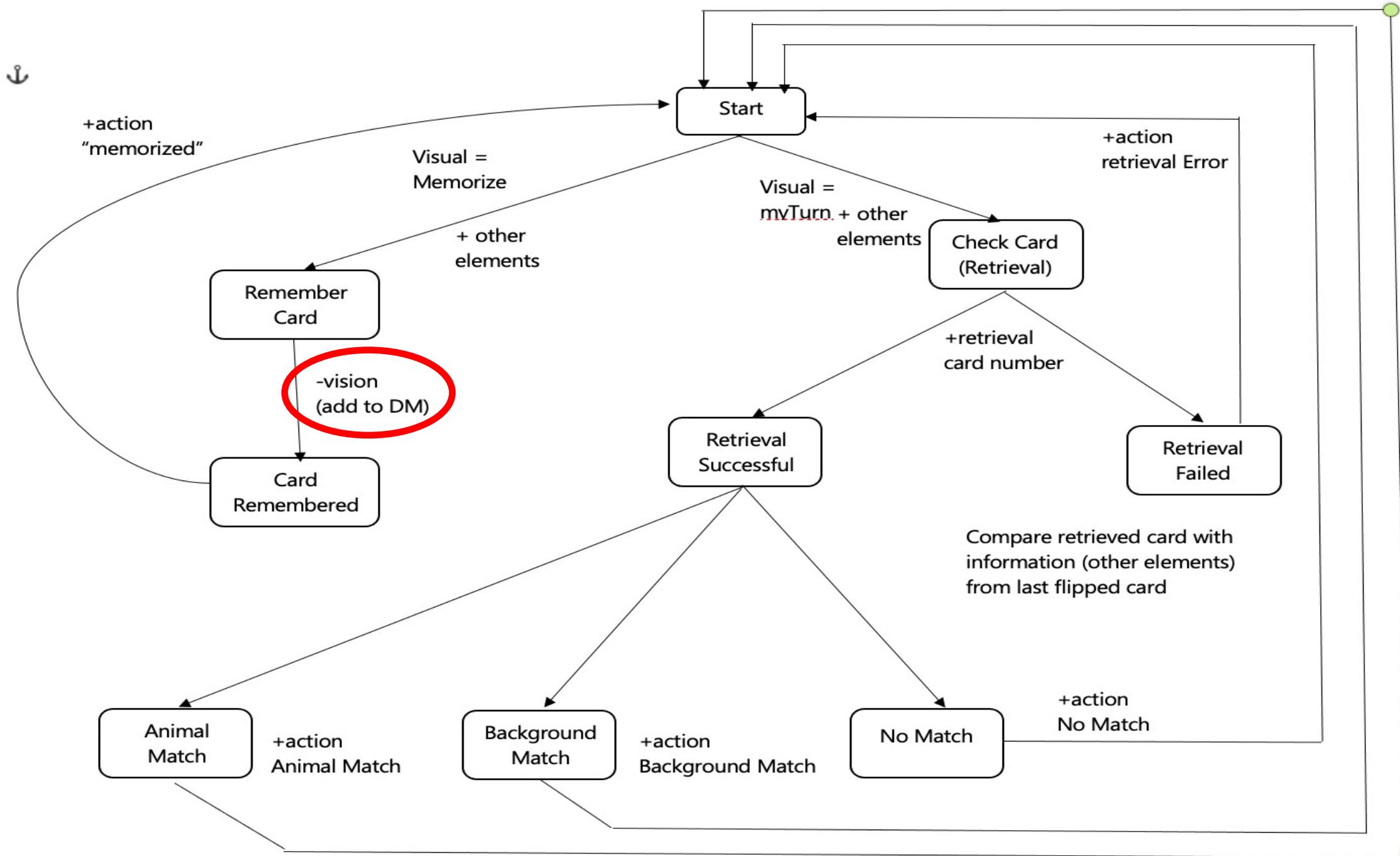
+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match





+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Start

+action  
retrieval Error

Remember  
Card

-vision  
(add to DM)

Card  
Remembered

Check Card  
(Retrieval)

+retrieval  
card number

Retrieval  
Failed

Retrieval  
Successful

Compare retrieved card with  
information (other elements)  
from last flipped card

Animal  
Match

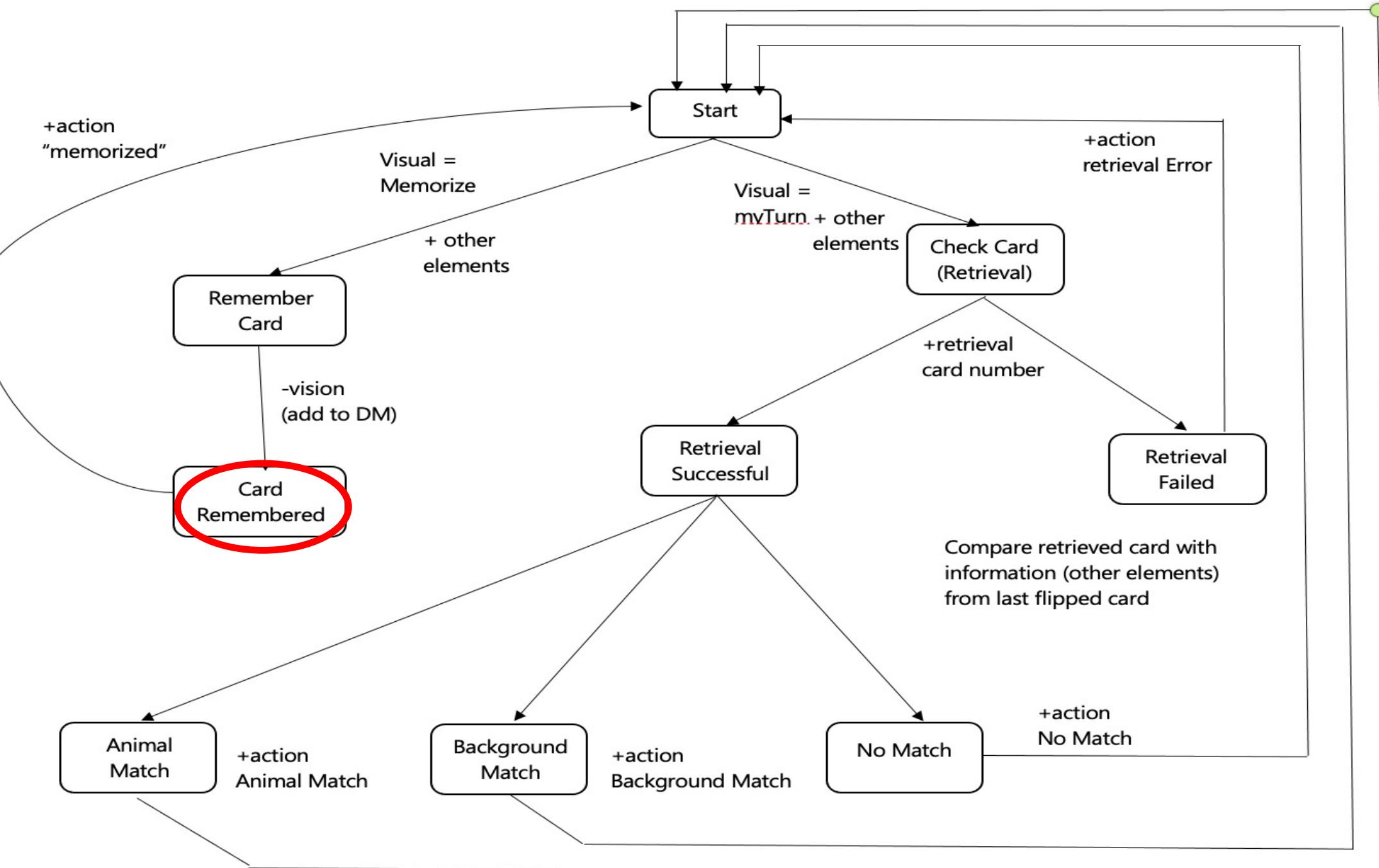
+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match





+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Start

+action  
retrieval Error

Remember  
Card

Card  
Remembered

Check Card  
(Retrieval)

+retrieval  
card number

Retrieval  
Failed

Retrieval  
Successful

Compare retrieved card with  
information (other elements)  
from last flipped card

Animal  
Match

+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match





+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Start

Remember  
Card

Card  
Remembered

-vision  
(add to DM)

Visual =  
myTurn + other  
elements

Check Card  
(Retrieval)

+action  
retrieval Error

+retrieval  
card number

Retrieval  
Failed

Compare retrieved card with  
information (other elements)  
from last flipped card

Retrieval  
Successful

Animal  
Match

+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match





+

+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Start

+action  
retrieval Error

Remember  
Card

Card  
Remembered

Check Card  
(Retrieval)

+retrieval  
card number

Retrieval  
Failed

Retrieval  
Successful

Compare retrieved card with  
information (other elements)  
from last flipped card

Animal  
Match

+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match

-vision  
(add to DM)

Retrieval  
Successful

Retrieval  
Successful



+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Remember  
Card

Card  
Remembered

Start

+action  
retrieval Error

Check Card  
(Retrieval)

+retrieval  
card number

Retrieval  
Failed

Retrieval  
Successful

Compare retrieved card with  
information (other elements)  
from last flipped card

Animal  
Match

+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match





+action  
"memorized"

Visual =  
Memorize

+ other  
elements

Start

+action  
retrieval Error

Remember  
Card

Card  
Remembered

Check Card  
(Retrieval)

+retrieval  
card number

Retrieval  
Failed

Retrieval  
Successful

Compare retrieved card with  
information (other elements)  
from last flipped card

Animal  
Match

+action  
Animal Match

Background  
Match

+action  
Background Match

No Match

+action  
No Match



# Strategy



## Implemented:

- When no match is found, turn a card that is not stored in the DM ("Negative knowledge")

# Strategy



## Implemented:

- When no match is found, turn a card that is not stored in the DM (“Negative knowledge”)

## Vision:

- Turn a card based on what has been already flipped and based on DM; get some sort of ranking of the match and decide on the best one, strategy wise



Thank you!