Battleship AI Competition

When: March 27, 5:00

Where: Dirac 420

Participants: Everyone

The fellowship of Computational Scientists (FoCS) is pleased to announce our first coding competition. Participants will create their own battleship AI. These battleship programs will compete in a tournament. First place may receive a small prize.

**Rules:**

* To enter the competition:
  + E-mail Kyle Shaw at [kjs16c@my.fsu.edu](mailto:kjs16c@my.fsu.edu)
  + Please provide you comfort with the program language python and your experience with AI
  + FoCS will provide a teammate (in order to foster a learning environment we will match knowledgeable participants with other less experienced competitors.
* To compete for the prize:
  + No Cheating! This means no looking up battleship AI’s from the internet. You are allowed to look up code, battleship strategy, and AI material. However any website that has both the words code, and battleship (or any synonyms of those words) is not allowed.
  + The IO (input and output) of your algorithm must match the provided framework.
  + Team must be assigned and approved by FoCS leadership.
  + Code must be submitted by March 26, noon.
* To have Fun

**Tournament Structure:**

* Double Elimination
* Each match will consist of multiple games. This will allow your AI to learn the strategy of the other player. To reduce computation time on the judges computers the winner of each match will be decided as follows.
  + If games played == 10
    - If player win count == 10 { player wins}
  + If games played == 100
    - If player win count > 70 { player wins}
  + else
    - if player win count > 500 {player wins}

A representative match of the Finals will be shown at the beginning of the FoCS game night on March 27th to reveal the winner.

The framework for which your code must fit is provided at (Probably a GitHub repository)