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Project Proposal

For our project we will be working on a computational representation of how humans play Tarble. Tarble is a turn based strategy game with a small amount of randomness incorporated in the rules. The full set of Tarble rules can be found here:

<https://docs.google.com/document/d/1Se03iDFE2rrL4WuMpKenrisOCjYFZsytf91My5WTRvc/edit?usp=sharing>

Ben has already developed an AI that can play Tarble relatively well and can act as a baseline for comparison. There are about 20 people that Ben and Brian know who have experience playing the game. People with varying levels of experience and mathematics backgrounds will be asked to evaluate board states of differing complexity, and the results of the evaluations will be analyzed in an attempt to model the decisions that people make with regards to the game. The final goal will be a probabilistic model of how people think about the game Tarble.