Agenda for 4/22\*

Updates on our progress

-made code even faster by doing less king checks

-by doing lazy eval

-set up code for genetic algorithms

-tournament, game classes

Explain our game plan for genetic algorithms

-Swiss tournament

-Genes

-Are dictionaries of modifier values for each piece, get swapped around

-Mike says more smart sounding things about genetic algorithms here

-what a scrub

Find out how other AI team is doing

-See if we have any insights to exchange

\*Approved by Mike “the shit” Bocamazo