Models

Model 1: Unsupervised Kmodes

* Default model and / or for initial round.
* AI predict letter based on user(s) previous played games
* Historical Data: Every letter selected by the user is pushed to a dictionary (game # is the header and the letters are stored in arrays) – export to csv.
* Centroids populated from the model are used as prediction points.

Model 2: Supervised Neural Network (Deep Learning)

* AI predict the phrase, breakdown into letters to select from.
* Temporary Database of phrases AI reads from grows with the games completed.
* AI doesn’t have visibility into the entire Database of phrases.