Introduction to AI : project description

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FIGURE 1 – Phantom of the Opera

1 DESCRIPTION OF THE PROJECT

The goal of the project is to build **two AIs** with python files. One AI plays as the inspector, the other AI plays as the fantom.

Important : Please respect the naming conventions for woth your AI main files and your imported source files, see section 1.0.3.

1.0.1 *name_inspector.py*

Plays the game as the inspector. You have a random fantom template in the repository.

1.0.2 *name_fantom.py*

Plays the game as the fantom. You have a random fantom template in the repository.

1.0.3 *Naming conventions*

If you write your own source files for your AIs, please put them in a specific folder named **name_src** so that your main files import them from this folder.

For exemple, if a group contains student Irving, this group should send :

— **irving_inspector.py**

— **irving_fantom.py**

— **irving_src/** (folder with python files)

Otherwise, I might face import issues while testing your AIs and will ask you to rename the imports.

1.0.4 *Comments*

— It is required that you provide a pdf document explaining your method and why you chose this method. It does not need to be very long but clear enough so that I understand what you tried to do.

— If you write your own source files, please add a docstring at the top of each file to present the purpose and content of this file. A couple of lines/sentences should be enough. Short docstring for functions will also be appreciated.

This information will help me to give you a useful feedback and might also help you to have a better understanding of your method.

2 ORGANIZATION

The students can form groups with 3 to 4 students.

The deadline for submitting the project is **May 2nd 2021**. You may send a compressed folder or a repo containing the files mentioned in section 1.0.3.

Please write "Introduction to AI session 3" in the subject of your email.

You can reach me by email, I will answer faster if you use the gmail address rather than the epitech address.

3 LIBRARIES

You may use third-party librarie, except for the matching/clustering part, where it is required that you implement the algorithm yourself. However, if you use libraries, for instance for loading the data or visualizing them, it is required that you present them shorty in your document and describe the functions that you use from the library. These comments on the libraries do not need to be long.

4 TESTING

I will test all your agents against one another and against random agents.

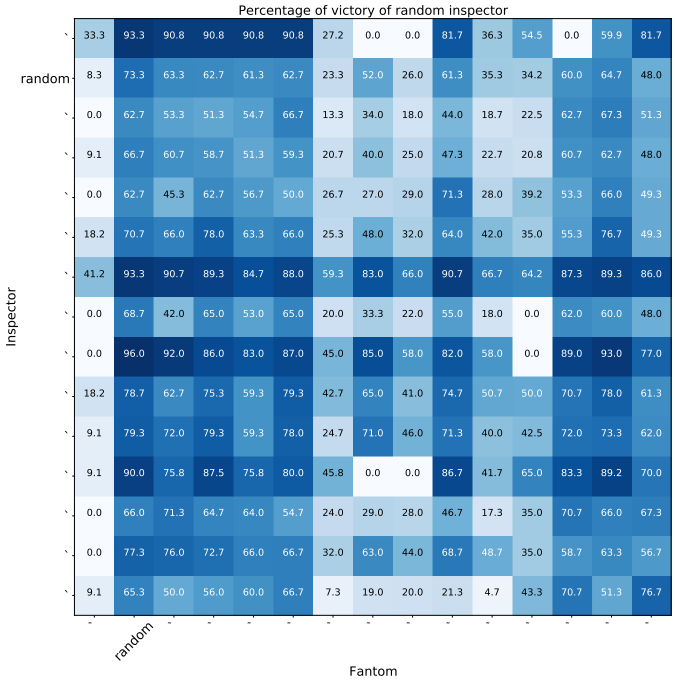

Figure 2 – Percentage of victory

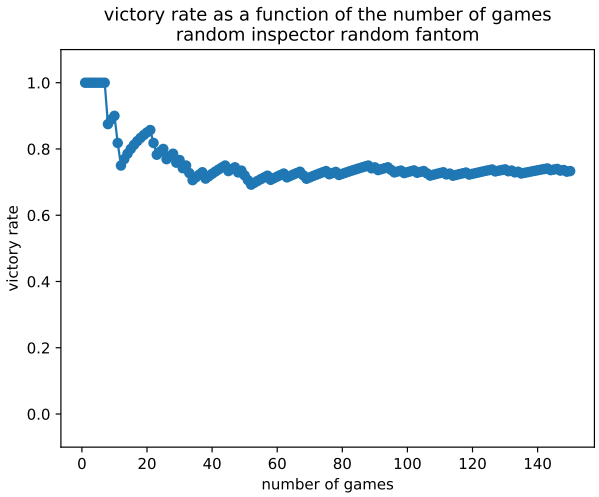

Figure 3 – Evolution of victory rate