Time-Plan

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| Week # |  |
| Week 1 | Researched the boardgame Crypt and similar discrete boardgame implementations.  Implemented basic game functionality. |
| Week 2 | Refactored and added more game functionality.  Implemented human player vs random AI game mode.  Implemented random AI vs random AI game mode.  Finished the game build. |
| Week 3 | Started information search on reinforcement learning.  Researched Deep Q-learning Networks.  Implemented a basic ML model with 3 inputs and trained against random AI.  Implemented more advanced ML model with 16 inputs.  Trained & tested models against Random AI.  Finalized ML model with 25 inputs.  Trained & tested model against random AI.  Implement a visual graph of convergence. |
| Week 4 | Optimize hyperparameters.  Implement training with self-play.  Start longer training sessions.  Start writing thesis while training models.  Find similar papers for referencing |
| Week 5 |  |
| Week 6 |  |
| Week 7 |  |
| Week 8 |  |
| Week 9 |  |
| Week 10 |  |