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 game play and model parameters  Implement training with self-play. |
| Week 5 | Planned to start training longer sessions on AWS.  However, optimizing needed to be done.  Optimized TensorFlow training on GPU Optimized game loop.  Deciding evaluation metric.  Eval models and play against them. |
| Week 6 | Started training longer sessions on AWS.  Research and write start of report.  Finish Project plan and prepare for spec presentation |
| Week 7 | Information search and report writing. |
| Week 8 |  |
| Week 9 |  |
| Week 10 |  |