

First I pulled about 25,000 games from this tar file:

<http://secrethitler.io/public/gameDumps/gameSummaries.tar.gz>

Then I ran a script that filtered the games to the about 10,000 games that have seven players, were finished, and played with the standard rules. From here I converted each game into a list of inputs, defined slightly differently than in my original project proposal, though I'm also still experimenting with input structure.

I will use these previous games to train a neural network that can discriminate which players are fascist and which are liberal. Once that is successful I will adapt the neural net to try to determine each player's next move. This will become the starting bot for self-play training. Further bots will be created to try to maximise their win rate against this bot (and other future generations).