

# Documentation(Kshitij Yeotikar)- GameAI Pclub Project -mentored by Prannay Khosla

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Other Team Members- Aakarsh Gupta, Anurag Chanani, Ankur Singh,Rahul Saxena, Tushar Gurjar

## 1 Introduction

Battleships is a board game involving two players, each having fictional ships placed on a grid, which is hidden from the other player. A player needs to guess the location of the other players ships, and sink them. The first player to sink all his/her opponents ships wins the game. The objective will be to design such an AI which can do this efficiently.

## 2 Implementation Details

We will implement a text-based version (the visual board will be coded afterward, in common for the multiple teams). Initially, our program will arrange the ships on our grid and print the same.. After this, we will expect that given a 2D array representing a board (with three kinds of markers, Hit, Miss and Unguessed), we will be able to output the best possible next move. We should also be able to detect when a win/loss condition is attained.

### **3 Week1:**

1. Learned python by LPTHW and NPTEL.
2. Learned python libraries Numpy, Scipy and Matplotlib that will be used for implementation from <http://cs231n.github.io/python-numpy-tutorial/> and other resources.

Code for the above in github repository- <https://github.com/rahul7iitk/Game-API>

### **4 Week2:**

1. Understood Machine learning idea and how to implement in our problem.
2. Learned machine learning from Andrew Ng online course on coursera (till week 1) - <https://www.coursera.org/learn/machine-learning/home/welcome>

### **5 Week3:**

1. Removed the multiple chance bug from main code.