

Nico Judge

CS 440

Milestone 2: More Logic

Completed:

- Reading/writing to the log file for encodings
- Search through resultfile.json to find who has won the game (file contains winner id that is found using regex)
- Robotstarter.py is the file to create all the bots by starting a main, deleting the one line of encoding, and using that deleted line as the current encoding for that run
- Wrote most of the logic to create a fitness function based on who won and who went first. Fitness function will be inside main.py and will write fitness levels after the game has been completed

Currently working on

- Reworking evaluation function during the game
- Changing how I do encoding. My new plan, as mentioned in my email, was to have a list of preferred boxes it wants to win (i.e. a ranked list of most want to win to least want to win for outside boxes) and also a ranked list for each of the smaller boxes
 - So the encoding would be something like....
 - <Macro board list>,<micro box1>,< micro box2>,< micro box3>,...< micro box9>
- Finish up the wwbd() method, which is what will have the logic for choosing which move to make

Future Goals:

- Get the thing to actually run successfully using encodings
- Most of the logic to choose a move is there I just have to implement it
- Figure out how to write fitness level to the new encoding file
- Start running the program over and over and over again to train it
- Finish the encoding related methods so that they all work together