Isola presentation text

Slide 1: Title }

Slide 2: Summary } Both are part of the intro [less than 1min]

Slide 3: Use what is written on slide for inspirations. Maybe change order to make link fluid to next slide [less than 1 min]

Slide 4: Game rules. Explain orally and with what is written. Game was invented in In 1972by **Bernd Kienitz** (fun fact). [1 min]

Slide 5: Explain main game code

* Start with the code for the start pos. Explain matrix with colors set as the various numbers and everything then put into a dynamic module
* Then explain the code for the player move and player destroy actions with how the distance is calculated to show the right buttons at the right time and how we used a pseudo-infinity thing to make the players and broken floor tiles unreachable squares
* Make the turns loop until win condition is met. Explain win condition with the custom winner cards that Sokol made for red and blue
* Maybe demo a game on a 4\*4 or 3\*3 format for a short demo [2-3min]

Slide 6: Explain the various AI models that we tried

* First strategy (most basic): AI moves into the theoretical “best option” tile (the one with most free neighbours) and then destroys that “best option” tile for the opponent
* Other strategies : IN THE WORKS [2-3min]

Slide 7: Encountered difficulties. Explain that delay is due to the buttons in the pvp mode (show maybe with ai vs ai that it works better). Read what is on the slide. Maybe explain that when stuck, tools like ChatGPT helped us get unstuck sometimes. Make the joke very obvious so Victor doesn’t take it badly. [1 min]

Slide 8: Future perspectives. Explain the custom grids idea by maybe drawing some on the board or showing some shapes with floor tiles already gone… Make a Neural Network with sufficient data to be able to analyze any kind of grid and play well. Optimize code (even though Mathematica is not good for games, could still be more efficient) [1 min]

Slide 9: Quick conclusion, thanks and then a couple questions. [very fast so then get on with questions]