Report: Teaching GenAI the Diamond Card Game

Introduction

Objective: The objective of this project is to train GenAI to understand and play the Diamond Card Game effectively.

Methodology

Rules of the Game:

The Diamond Card Game involves bidding against a concealed computer bid for randomly selected diamond cards. Each diamond card value can only be used once.

Prompts Given:

The prompts provided to GenAI included: explanations of the game rules, discussions about bidding strategies, and explanations/implementations of the game mechanics.

Teaching GenAI the Game:

The process of teaching GenAI involved providing clear and detailed explanations of the game rules, discussing various bidding strategies, and guiding GenAI through the implementation of these strategies in code.

Reflections

Conversation with GenAI:

The conversation with GenAI was insightful, as it demonstrated GenAI's ability to understand complex game mechanics and bidding strategies.

Learnings:

Through the process of teaching GenAI, I gained a deeper understanding of the Diamond Card Game and various bidding strategies.

Code Implementation

I provided GenAI with code snippets and explanations to implement a bidding strategy based on maximizing the value of bids while considering the limited availability of card values.

Practical Results

Practical results of playing against GenAI showed that it was able to effectively implement the bidding strategy and provide a challenging opponent.

Conclusion

Teaching GenAI the Diamond Card Game was a rewarding experience that highlighted the capabilities of AI in understanding and playing complex games. Moving forward, further refinement of GenAI's strategies and exploration of more advanced gameplay mechanics could lead to even more engaging gameplay experiences.

Appendices

Transcript of Chat with GenAI:

[Link to Chat Transcript](#)