

Date	Description of Work	Time-in	Time-out	Hours Worked
12/12/2022	I decided to restart my project from scratch since most things that I had in mind for the RISK agent were already implemented in the code. So I decided to create a chess playing agent using some online tutorials as guides.	12:00:00 PM	3:30:00 PM	3:30:00
12/13/2022	Finished NegaMax search with alpha-beta pruning. I also added functionality for my AI to play an online AI named Stockfish. Currently my AI gets stuck in a loop when it is undergoing self-play. The rook will never take the knight eventhough that is the best move. I will be looking into that next.	8:10:00 AM	3:30:00 PM	7:20:00
	Also, when playing Stockfish my AI loses but lasts some 10s of moves.			
	Figured out the problem. It never entered NegaMax. Now that that is fixed we are seeing more typical behavior, which is that it is now taking forever to make a move after the game advances past opening moves.			
	My next move is to tweak the evaluation function (I'm thinking that I'm going to try and find an opensource evaluation that was learned.			
	Even after this however I need to find a way to prune the search tree earlier on or something because its taking way to long to find a move. I supps we could just cut it off but I am already searching to a depth of just 3.			
12/14/2022	To speed the game up slightly I let the AI pick from a book of opening moves so long as there is an opening move tactic. Previously I restricted opening moves to the first 8 turns.	8:10:00 AM	11:35:00 AM	3:25:00
	Implemented a transposition table into NegaMax search.	1:30:00 PM	2:00:00 PM	0:30:00
12/15/2022	Implemented Iterative Deepening but I cannot tell a marked difference in performace. Next I'm going to work on implementing a learning algorithm for the heurisitc.	9:55:00 AM	10:35:00 AM	0:40:00
	I attempted to implement the ML heuristic by borrowing code from a few sources but in the end could not get it to work.	3:20:00 PM	3:35:00 PM	0:15:00
		4:35:00 PM	6:50:00 PM	2:15:00
			TOTAL	17:55:00