



Production rules needed:

retrieving from memory what cards opponents have

Deciding what card to ask for based on memory

Based on strategy:

Ask DM the number and types of cards (amount + identity)

Retrieve a card that isn't in DM (Aggressive, expose new)

Retrieve a card that is in DM (Conservative, don't expose)

Important notes:

Memory decay, important parameter to tune. Too low means model is too good, too high means they don't remember anything that happened in the game.

Questions:

How to realistically store and retrieving our own hand information and update it.

Step 1:

In what form do we put known information into memory (chunk name with what slots? player:card or card: player or something else)

App will ask for model decision with `model.lastAction`, we have to make sure the decision ends up in +action.

Probably put information into buffer using `model.modifyLastAction(slot: something, value: something)`, knowing what format to use here will allow us to properly write production rules