

SCHOOL OF ENGINEERING AND TECHNOLOGY
DEPARTMENT OF COMPUTING AND INFORMATION SYSTEMS

SUPERVISION MEETING RECORD

Meeting 2

Date: 04 October 2024

Time: 02:00 PM - 02:30 PM

Student: Yap Wei Xiang

Supervisor: Dr Richard Wong Teck Ken

Updates From the Previous Meeting:

- Made progress on simulation
 - ❖ Including visual rendering of the game state, correct wall kicks, rotation logic, movement logic, a seeded randomizer, and some preliminary controls.

Items Discussed this Meeting:

- Some concerns of the potential outputs.
 - ❖ Speed of convergence depends heavily on the starting points given to each algorithm, which is random.
- Update in methodology
 - ❖ Methodology needs to be updated from CP1, some decisions were made during the development of the simulation.
- The evaluation function might need to be dynamic, but Dr Richard advised me to stick to using static weights for now.

Work for the Coming Meeting:

- Complete simulation (stored attack, garbage lines, etc.)
- Begin work on an evaluation function which would be a weighted sum of numerical features.

Supervisor Signature:



Dr Richard Wong

Student's Signature:


