

**SCHOOL OF ENGINEERING AND TECHNOLOGY**  
**DEPARTMENT OF COMPUTING AND INFORMATION SYSTEMS**

# **SUPERVISION MEETING RECORD**

## **Meeting 3**

**Date:** 18 October 2024

**Time:** 02L00 PM - 02:30 PM

**Student:** Yap Wei Xiang

**Supervisor:** Dr Richard Wong Teck Ken

### **Updates From the Previous Meeting:**

- Completed simulation
  - ❖ Including game mechanics involving stored attacks, garbage lines, and improved movement controls.

### **Items Discussed this Meeting:**

- Clarification of the purpose of evaluation function.
  - ❖ To help the bots make decisions on placements.
- Potential ideas for Bot AI.
  - ❖ Utilising tree search to find potential best placements.

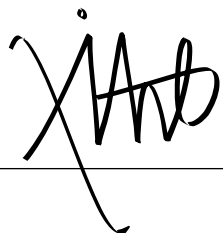
### **Work for the Coming Meeting:**

- Start work on bot behaviour (evaluation function, numerical feature collection, pathfinding, etc.)
- Update methodology

**Supervisor Signature:**

  
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Dr Richard Wong

**Student's Signature:**

  
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