Work Done:
This week Alper and Volkan have continued to develop desktop game application. They had a meeting with Özgür Alan about web service integration.

İlkcan and Taylan continued learning process. We decided to use Neuroph library for implementation. It is simple to use. First we create a dataset and a neural network. We load some amount of training data into dataset and give it to neural network. After setting necessary parameters neural network is started to learn. Algorithm takes considerably long time to complete. Sometimes we wait for 10 hours for the output. The test of neural network is done by comparing its outputs with the modelling agents' moves for the same inputs. Rifki and ElAlmaz game types are now in progress. For ElAlmaz we get %51 success rate which is surprisingly good result. For Rifki we could not get any results yet. The algorithm ran for 15 hours but there were no output. We may decrease the iteration number for it.

Work To Do: Next week, Alper and Volkan will finish developing desktop application. The web service will be modified so that our sponsor's online facebook game "SNG King" will be able to use it.

İlkcan and Taylan will produce more neural networks for more game types as time allows. The result and neural networks are saved and more tests will be done for measuring success rate.