This week we started to analyze some ANN examples to understand how they work. Then we discussed on the state representation of our ANN networks’ input. We also had a meeting with our sponsor Özgür Alan. In the meeting we discussed on our state representation and we decided on our input representation for ANN. The cards will be given to ANN in a format that always 52 card will be given to ANN and each card will keep the value of the card and status of the card. Card status keeps in which group the card is currently. The groups are handCards, thrownCards, pastCards and outerCards. In the meeting we have realized that to decide the output representation of our ANN we should work on some concepts like cross validation and back propagation. While Taylan and Alper working on the ANN structure Volkan and İlkcan worked on how an interface can be embedded on to our game code.