Work Done:

This week, Taylan and İlkcan have tried to improve our ANN structure so that weka library is able to handle our datas. Last week we could not successfully run the MultiLayerPerceptron class of Weka, because the state representation was not appropriately defined. The input was a length 52 string representing each card's place (in hand, on table, in past cards, on one of the other player's hand). An example string is "302102030301......". We revised our database for a different input style. In the newest version we have 104 boolean inputs. Each pair of these bits represent the place of a card. Basically we partitioned our input from 1 to 104 and the values are binary now. With this update Weka could handle the data and classified the data accordingly. However the success rate is too low ( % 1.9 ).

Alper and Volkan have done some researches about a desktop application for a king game, which technologies are more appropriate, what kind of interface should be designed for more user friendly envrionment etc. We will build this application for both testing our code & for publishing to end users as a desktop game application. For now we think it will be an offline program. One human player will play with three other agent players and will be able to choose level of agents. The learned agents will be insterted into this application at the end.

Work To Do:

Next week, we will try to increase our learning rate at least up to %50. We may play with the ANN structure for more successfull results.

We will also start to implement desktop app. Interface design.