Gambler Agent
Intelligent and Learning System for 'King'
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
ErikSoft Members

- Alper Güngör
- Volkan Çetin
- Taylan Işıkdemir
- İlkcan Keleş
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
Problem Definition

- Lack of Internet Connection.
- Insufficient Number of Players.
- Human-Nature
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
Purpose of Product

- Creating 'King' Bots.
- Modelling Players.
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
How It Works?

- Desktop King Game.
- Online King Game.
- Learning System.
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
What is our difference?

- Lack of online King games in terms of bots
- Lack of bot quality on current online King games
- Lack of desktop King games
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
Current Status

- Command Line Game
- Implementation of bots
- Game logger and parser
  - Agent web service
- Desktop game interface
  - Learning System
Presentation Content

- ErikSoft Members
- Problem Definition
- Purpose of Product
- How It Works?
- Market Research
- Current Status
- User Interface
Sample Video
ANY QUESTIONS?
Thanks For Your Attention!!!