Work Done:

We have continued and finished writing the SRS report this week by adding functional requirements and some diagrams. The diagrams that we drew are use-cases for human players, for agent players and for the administrator, collection of training data activity diagram and agent playing activity diagram. We also searched various user interfaces of the game King on internet, and had detailed idea about how exactly the appearance of the game should be.

We also continued our writing code and added some new functionalities and constraints. Although there is not any AI agents yet, the program is able to manage dealing hands. For now, players can choose penalties and throw a card randomly.

Finally, we had meeting with Özgür Alan. We talked about some AI and Machine learning methods in details, and planned what should be done until starting to collect training data on the NAR machine.

Work to do:

Next week, we are going to start Initial Design Report. All members will prepare some part of the design report and we will write them down on our regular meeting, at weekend. Implementation process should continue in parallel too. Next week we aim to finish the king game without learning system. Then in the coming weeks several kinds of AI agents will be designed which are able to play the king game we are finishing this week.