Work Done:

We have finished the Detailed Design Report. Taylan and İlkcans wrote System Dependencies part, added principle into Design Goals and Guidelines part of detailed design report. They also searched for new graphical user interfaces and added these screen images to the report. Alper and Volkan draw complete data flow and use-case diagram for administrator. Volkan and İlkcans wrote the part-7 Detailed Explanation of Components which was not included in the initial design report.

We advanced also in code implementation. İlkcans and Taylans wrote the rules of the game. They wrote the implementation of the random agents. All agents play the game no matter which penalty is chosen have to obey these rules. For example, in NO QUEENS game, if an agent does not have a card whose type is same as thrown one, it has to throw a queen, if it has queen or queens. Volkan and Alper implemented rule-base agent that plays the penalty NO KING OF HEART (aka Rıfkı). The agent throws the card not randomly but logically. For example, if the agent has not king of heart and has many hearts in its hand, it tends to throw heart as much as possible.

Work to do:

Next week and after the finals we will implement rule-base agents for all other penalties. Then we will collect training data on the NAR machine.