

AUGUR

BUILDING INVESTOIDS

Over the last week, the team has made a great deal of progress on production of the *Investoids* project. Model, texture, and logic assets are all being completed at a steady pace. Nora, Evan, and Russ have been focusing their efforts here.

We plan to launch *Investoids* prior to halves presentations.

BUILDING BATTLESHIP

Meanwhile, Jitesh has been modifying an open source copy of *Battleship* to interface with our database. This copy initially did not allow players to place their own ships (instead, they were placed randomly), but Jitesh is working to add this functionality as well as connectivity with the team's database.

RUNNING LABYRINTH

Labyrinth has been running throughout the week, and we are up to about 300 runs through the current maze. Chen has focused his attention on accessing and visualizing this data.

Next week, in addition to preparation for halves, we plan to dig into data analysis on what we have collected from Mechanical Turk users and others.

NEXT WEEK...

With halves presentations bearing down on us, we'll be prepping our first formal presentation of our work so far, with particular focus on *Labyrinth*'s results and *Investoids*' objectives. We'll also dedicate several team members to data analysis.

OTHER HAPPENINGS

It is worth noting that Stanford University's free online Introduction to Artificial Intelligence course began this week. This 10 week video course is, so far, an accessible introduction to what AI is and what goes into designing it. Also, it's free.

