Code Description of Team fanfan

Development Environment

Language: Java (Project SDK: java version 1.8)

Class Path: com.gmail.fanfanfanwolf.FFPlayer

Concept

In real werewolf game, it is often decided that you are werewolf or possessed for unreasonable reason such as "you seem to be good at lying", "Somehow you look werewolf". So, I thought to make an agent who attack someone for unreasonable reason. In aiwolf Game, I defined the unreasonable reason is "your winning rate is so high!".

Therefore, when my model named "fanfan" can't judge that who is best to vote on or attack on, fanfan votes or attacks on the agent with the highest winning rate.

Works

Fanfan is based on f6wbl6 (@CEDEC2017 Finalist).

So, please read the previous code description if you want to know the detail of Role Estimate Model using Evil Score. The following describes the changes from f6wbl6 agent.

15 Player game

➢ WEREWOLF:

On the first day, fanfan declares to vote the agent with the highest winning rate.

I haven't changed other roles in 15 player game.

5 Player game

➢ VILLAGER:

On the second day, fanfan declares that I'm POSSESSED and votes on the agent doesn't declare that I'm SEER.

➢ SEER:

Fanfan says "I believe the agent who declares itself a SEER is POSSESSD". On the second day, if the number of agents who declare themselves POSSESSD or WEREWOLF is 2, fanfan declare itself a WEREWOLF.

> WEREWOLF:

Fanfan attacks on the agent with the highest winning rate. On the first day, fanfan declares itself a SEER, and then say "I divine one of the agents who don't declare a SEER and the result he is HUMAN. On the second day, fanfan declares itself a POSSESSED.

> POSSESSD:

Fanfan votes the agent with the highest winning rate. On the first day, fanfan says that the agent with the highest winning rate is WEREWOLF. On the second day, if the number of agents who declare themselves SEER is 0 or 2, then fanfan says "I believe the agent with the highest winning rate is WEREWOLF", else fanfan says "I believe the agent who doesn't declare itself a SEER is HUMAN".

Comment

I participated in aiwolf contest for the first time. Because I had never use Java before aiwolf contest, I can't change role estimate model and action in 15 player game. So, if you hold the next context, I want to tackle these issues. Strong actions in 5 player game are different for each tournament. As a result of observing the game log, I thought that the following rules is effective in this contest.

✓ On the first day, declaring the WEREWOLF agents a SEER is effective.
✓ On the second day, talkative agent tends to be voted.
✓ On the second day, declaring the HUMAN agents POSSESSED is effective (This is probably a coincidence…).

I think most of the agents don't believe the other agents saying. So, the agent who disturb others with minimal information is strong in this contest.

Thanks for reading, and apologize for my poor English.