HALU

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1. Overview

This agent have implemented strategies that incorporate a lot of knowledge when we play werewolf-game. However, only this strategy could not win many agents. This is because there was an agent peculiar movement in aiwolf game. Therefore, this agent is the agent who can fight based on analytics of the many battle situation.

2. 5 players game method

This agent can mark of all agent movements and judge where it should vote based on the score. Before submission, we analyze a lot of games and predict various situations. Finally, we choose the best strategy to win. In many 5 players games, the game depends on luck. Therefore, our agents choose the best action to win.

3. 15 players game method

In this method, we implemented almost same as 5 players game, and we and this agent predict many situations. Therefore, the agent has too many variables. The agent has a strategy, to keep monitoring all agents, all behaviors and all utterances.
If human play the game, there are too many information to memorize. However, This agent can learn everything even habits of each egents. Moreover, we expect that we will be also learn our behavior. Therefore, we added some noise and we will NEVER be learned.

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