J0hnDoe Code Description

Protocol Division

Summary
We are a high school student, and this is our first time to participate in the contest. As we used the AIwolf generator, it is difficult for us to explain the program itself in detail. Thus, we'll describe the details of numerical input.

1. Description for the individual character

1) 5 player village
① VILLAGER×2　②WEREWOLF　③POSSESSED　④SEER

① **VILLAGER**:
・Low prediction rate (rarely shows its intention to vote against someone so it can avoid itself from getting targeted by other villagers).
・Votes every time (high confidence level).

② **WEREWOLF**:
・ Low prediction rate. Same as above.
・When PP, WEREWOLF CO

③ **POSSESSED**:
・84% chance of SEER CO. As a fake seer, it has a high chance (90%) of reporting "Villager" and reports "Werewolf" at a rate of 1/10.
・When PP, POSSESSED CO

④ **SEER**:
・ It is set as average.
・When PP, WEREWOLF CO (to confuse the possessed)

2) 15 player village
① VILLAGER×8　②WEREWOLF×3　③POSSESSED　④SEER　⑤BODYGUARD
⑥ MEDIUM

① **VILLAGER**:
・Low prediction rate (rarely shows its intention to vote against someone so it can avoid itself from getting targeted by other villagers)*.
・Votes every time (high confidence level)*.

② **WEREWOLF**:
・Low prediction rate. Same reason as above.
・Because there are 3 werewolves, it has 1/3 chance of SEER CO-ing.
・When PP, and if it is SEER(fake), report more result as a "Werewolf".

③ **POSSESSED**:
・84% chance of SEER CO. As a fake seer, it has a high chance (90%) of reporting "Villager" and reports "Werewolf" at a rate of 1/10.
・When PP, POSSESSED CO.

③ **SEER**:
・It is set as average.
・Expecting the POSSESSED for SEER CO-ing, high chance of POSSESSED CO at PP to mislead the WEREWOLF.

⑤ **BODYGUARD**:
・Low prediction rate.
Protects evenly
When PP, it has a high chance of WEREWOLF CO-ing.

⑥ **MEDIUM**
Expected that there would be no opposition and unmatched, it has a high prediction rate (high confidence level).

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2. Numerical inputs

Character	Low confidence		PP WEREWOLF CO	PP POSSESSED CO	SEER CO	Habit
Action/Rate	Vote	Prediction	Rate	Rate	Rate	*
VILLAGER	100%	38%	60%	40%	0%	55%
WEREWOLF	100%	44%	80%	20%	0%	68%
POSSESSED	100%	80%	20%	80%	84%	66%
SEER	100%	100%	70%	30%	100%	75%
BODYGUARD	100%	50%	75%	25%	0%	60%
MEDIUM	100%	100%	50%	50%	0%	65%

SEER "Werewolf"		SEER "Villager"	
Vote	Prediction	Vote	Prediction
0.18	0.25	0.00	0.00
0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00

This contest was a new challenge for us, and at first it was surprising to see J0hnDoe's name up on the website. We could barely believe it.

The code itself is not programed by us(because we used the generator) so it could be cheap and unreliable, even though we think our strategy is quite decent.

If you are a beginner programmer who's wondering to participate in the contest, look at us! We did not program anything and successfully made it up to the finalists! So be confident. You're better than us.

And at last, please feel free to play Werewolf with J0hnDoe.