2nd International Werewolf AI Competition

1   Agent Overview

This agent was based on "takeda"[1]. "takeda" got 1st place in 1st International AIWolf Contest.

2   Concept

I guessed that there would be a lot of agents similar to "takeda" in this contest. Therefore, I thought that by understanding "takeda", I could increase win rate.

3   Environment

- Java Agent
- Team Name : daisyo
- Class Path : java,org.aiwolf.daisyo.RoleAssignPlayer

4   Algorithm

4.1   Role Prediction

This algorithm was based on "takeda". but I added some changes.

- changed some parameters
- added action patterns

4.2 Strategies

These strategies was based on "takeda". but I changed some strategies.

VILLAGER

Declare votes to the player most likely werewolf or the most voted by other players.

SEER

This agent will COMINGOUT SEER on the 1st turn of 1st day.

Basically this agent divine the most likely werewolf player.

If 5-player game, this agent will divine the most likely werewolf player and report species of werewolf, regardless of the divination result.

POSSESSED

Basically same as SEER. but divine the player not likely werewolf and report species of werewolf.

WEREWOLF

Basically same as VILLAGER.

BODYGUARD

Basically same as VILLAGER.

This agent will guard the most likely human player.

MEDIUM

Basically same as VILLAGER.

This agent will do COMINGOUT MEDIUM on the 1st turn of 1st day and report true result.

reference

[1] takeda (2019) "Algorithm Description", http://aiwolf.org/control-panel/wp-content/uploads/2019/08/takeda.pdf