2nd International AIWolf Contest

team: cube

1 Introduction

1.1 Environment

- AIWolf platform ver.0.6.2

- path: org.aiwolf.aiwolfgenerator.Cube

1.2 Summary

This agent was made by AIWolf Generator. I took the strategy of submitting the strongest agent from among the many generated agents, an agent made by me and ensemble agents that consisted of multiple agents created by AIWolf generator. As a result, this agent, isn't ensemble, was the strongest in the self-made or ensemble agents. The evaluation was comprehensively conducted so that the evaluation could be performed appropriately.

2 How to choose the agent

I had 20 agents created by AIWolf generator, ensemble agent and my agent play the game. And I chose the agent with the highest average win rate from all agents. Roles and opponent agents were comprehensively chosen so that the winning rate could be calculated correctly.

2.1 Playing Environment

1. Decide one agent you want to find out win rate.

2. Choose 4 or 14 agents in remaining 20 agents.

3. Fix roles of each agent.

4. Play the game 10 times

5. Repeat 3. to 4. 10 times

6. Repeat 2. to 5. 100 times

7. After finishing all the games, calculate average winning rate

3 Strategy

If the agent is HUMAN, it acts to defeat WEREWOLF. In the case of WEREWOLF, it pretends to be HUMAN even if an ally is suspicious.

3.1 HUMAN side

This agent actively express a suspicious agent. The agent protect an agent whom the agent think SEER at the voting phase.

3.2 WEREWOLF side

I thought there would be many agents who can learn the tendency of other agent, so I chose parameters so that the agent behaves as if it were HUMAN.
The following describes a more specific strategy.

3.2.1 Villager

The basic strategy is the same as described in HUMAN side section.

3.2.2 Seer

The agent divines an agent whom the agent think WEREWOLF.

3.2.3 Werewolf

The basic strategy is to behave like HUMAN. But this agent tends to attack SEER or BODYGUARD.

3.2.4 Possessed

The agent behaves like HUMAN. But if the agent comes out SEER, it says that an agent is HUMAN, whom this agent think WEREWOLF.

3.2.5 Bodyguard

The basic strategy is the same as described in HUMAN side section. In addition to it, this agent guards an agent whom this agent think SEER.

3.2.6 Medium

The basic strategy is the same as described in HUMAN side section.