

Description of Team MayQueen

5th International Ai Werewolf Competition

1 Overview

MayQueen agent changes the trust level of each agent according to the results of other agents' divination, and talks and acts accordingly.

2 Environment

- Language : Java
- Classpath : org.aiwolf.MayQueen.MyRoleAssignPlayer

3 Details of the Trust Level System

This agent manages the trust level of each other agent and acts according to that level.

The trust level system is simple. The initial value is 50, +1 for an agent who is divined human by the seer, and -1 for an agent who is divined werewolf. The trust level is reset for each game.

4 Algorithm for each Role

4.1 VILLAGER

If there is a seer who has already declared MayQueen a werewolf, MayQueen votes for that agent. Otherwise, they vote for the agent with the lowest trust level.

If the vote is changed from the previous vote, MayQueen will talk that the agent is a werewolf and request a divination.

4.2 BODYGUARD

Except for the guard, the same as the villagers.

The guard targets are prioritized in the following order: SEER CO agents, MEDIUM CO agents, and others. If the guard succeeds, the same agent is guarded the next day.

4.3 SEER

The seer talks about the result of divination and vote target. The trust level system is not used for the seer.

In a 5-player game, if the divined target is not a werewolf, a false werewolf decision to the other agents. This intention is to eliminate werewolves on the first day.

4.4 MEDIUM

The medium CO is randomly chosen between the 2nd and 4th day. At that time, MayQueen talks about all identified results. Other than that, it is the same as for villagers.

The vote target is seers whose divines are inconsistent with identified results. Otherwise, they vote for the agent with the lowest trust level.

4.5 WEREWOLF

Each game randomly decides whether to be a seer or a villager.

If MayQueen acts as a seer, this agent will give false divination results to non-werewolves. If you hide as a villager, this agent acts the same as a villager.

If the agent with the highest winning rate in the werewolf team says the attack target in whisper, MayQueen attunes to the attack target. If not, Seer is decided to the attack target preferentially.

4.6 POSSESSED

The agent always SEER CO on the first day of the game and acts as a seer.

Therefore, the trust level system is not used, and the vote target is based on its divination result.

In the case of false divination, MayQueen makes a werewolf decision.