

Team TOKU Agent Description  
The 3<sup>rd</sup> International ALWolf Competition

**1. Agent Overview**

This Agent is based on "takeda"[1], which got the 2<sup>nd</sup> place in the 1<sup>st</sup> International AIWolf Competition.

**2. Concept**

The previous agent had low win rate as werewolf team, so I employed a strategy to improve the win rate of werewolf team.

**3. Environment**

- Development environment : JDK11
- Team name : toku
- Class Path : java,org.aiwolf.TOKU.TOKURoleAssignPlayer

**4. Algorithm**

The basic behavior is based on "takeda". Added a strategy for werewolves.

Werewolf

As a basic strategy, preferentially attacking agents who are Coming out as Seer.  
After the attack fails, selecting the attack destination in the same way as the "takeda".

Villager

The algorithm is exactly the same as "takeda".

**5. Reference**

[1] takeda (2020) <http://aiwolf.org/control-panel/wp-content/uploads/2021/03/ats-tkd-takeda.pdf>