

Objectives

- Preliminary Implementation Demos!

Extra Credit Opportunity: Nate Tsang

AMA (Ask Me Anything)
November 30
11:45-12:45 & 4:45-5:45
P404 (CS Seminar Room)
sign up with QR Code on Box

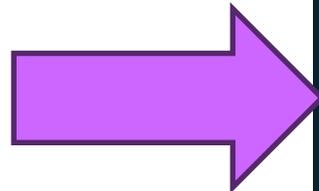


"AI AND GAMING"
December 1 5-6pm
Northen Auditorium

Nate will delve into the cutting-edge applications of generative AI and reinforcement learning to video games, revealing how AI is changing the rules and creating entirely new kinds of play.



NATE TSANG
AI RESEARCH SCIENTIST



Demo Content

- One member of your team will present
- Demo
 - Show what you have done for the preliminary implementation
 - Discuss design decisions
 - Tell me what you're thinking for extensions
- My questions
- Questions/concerns

Team Demo Order

```
>>> teams = ["Code Catalysts", "Dynamos", "Visionaries", "Wizards"]
>>> import random
>>> random.shuffle(teams)
>>> teams
['Dynamos', 'Wizards', 'Visionaries', 'Code Catalysts']
```

Time	Team
8:35	Dynamos
8:47	Wizards
9:00	Visionaries
9:15	Code Catalysts

Team Demo Order

```
>>> teams = ["Game Changers", "Hot Shots", "Invincibles", "Phenoms"]
>>> import random
>>> random.shuffle(teams)
>>> teams
['Game Changers', 'Invincibles', 'Phenoms', 'Hot Shots']
```

Time	Team
11:05	Game Changers
11:17	Invincibles
11:30	Phenoms
11:45	Hot Shots

Start Thinking About

- Refactoring existing code to make adding new code easier
- Reporting errors to users
 - Currently: in the output but users aren't going to see that
 - Helpful errors → translated for users
- Opening a file that contains an expression
- Handling new operations
 - Order of operations
 - Assignment statement
 - Functions with multiple arguments, image names
- Extensions

Looking Ahead

- Monday

- More Picasso!

- Wednesday

- Course retrospective

- Friday

- Intermediate Deadline - Project demos