

3d mulitplayer GO

What has been done

- Go game mechanics
- single player
- Server
- 2 player multiplayer
- 3d rendering

What remains to be done

- Put game on website (now server is run locally)
- 3d editor for board graph
- Right now 3d graph is just hardcoded (and partially buggy)
- Or import from blender or some other editor, but online 3d editor would be far better

Bachelor thesis extension

- Since it is multiplayer, one player can be bot, so it can be extended quite easily (I hope so)
- Python implements websocket protocol, so I'll probably code in it

Bachelor thesis extension

- Monte Carlo tree search
- Domain knowledge
- Neural networks (??)