TCU Computer Science Dept.

ReadySet Go
Glossary

Version 1.1

Revision History

Date	Version	Description	Author
10/16/20	<1.0>	initial draft	Ryan Moncrief
1/20/21	1.1	Added Table of Contents, Game file term	Ryan Moncrief

Table of Contents

Glossary

1. Introduction

This is the glossary for the ReadySet Go project based on the AlphaGo research performed within the TCU computer science department. This document serves to provide definitions for any and all unique or ambiguous terms used in other documents for this project.

1.1 Purpose

Several terms in other documents may have ambiguous meanings, or are words or acronyms that do not have real-world equivalents. This glossary will define those terms for general use.

1.2 Scope

This glossary is to be used with the documentation for the ReadySet Go project, including but not limited to: the vision document, use cases, team meetings, weekly activity report, and iteration planning document.

1.3 References

Vision Document
Team Meetings
Use Case Document
Weekly Activity Report

1.4 Overview

The glossary will contain the terms that may have ambiguous meanings within the project. It will be organized alphabetically.

2. Definitions

2.1 AI Agent

An AI agent is a specific instance of an AI trained to play Go. The site will allow players to play against several different AI Agents, each with different perceived difficulty. Researchers will be able to train existing AI agents, or create new ones. This project does not involve the creation of AI Agents; they will be provided externally from the client.

2.2 Player

A player is any user on the project site with a registered account. A player will have access to features on the site including: playing Go vs AI agents, viewing their own profile, editing their own profile, deleting their own profile, viewing replays of Go games.

2.3 Researcher

A researcher is another type of user on the project site with a registered account. A researcher will have access to all of the features that players have access to, with the addition of: training AI agents, viewing training metrics.

2.4 Game File

A Game File is a file storage of all necessary data for one game of Go. It includes all moves made within the game, as well as the victory state and identity of the victor. It is stored as a Smart Game Format (.SGF) type file
2.5