# Holes In Bibliography

By Matt Grzenda

1. **<u>Explainable AI:</u>**  This comes as a suggestion from Prof. Schlegel and Prof. Graci. My project is going to be an explainable symbolic AI and I have only one source which briefly mentions this (Forbes article).

2. **<u>Basic AI Games Programs:</u>** In my annotated bibliography, I have sources that do cover AI in games, however, these are broad. They cover a variety of AI architectures which are symbolic and sumsymbolic over a variety of modern videogames. The predecessors to the programs discussed in these papers are mentioned in the introduction only just to serve as background information. I need to look for card game implementations, or other game implementations which are similar to my project.

3. **<u>Testing:</u>** Once this project is complete, I will have to test it to see how it plays another computer opponent and a human opponent. I do not have any sources on how to accurately record and analyze the test data I would get.