

## Introduction

This assignment is on game playing, mostly centered around implementing the alpha-beta minimax search and creating an evaluation function for the game of Connect 4, but there are also several written problems.

The web-tester for Connect 4 will allow you to upload an evaluation function and play games against other students' evaluation functions. We will run an (offline) round-robin tournament with your final evaluation functions; part of your score for this assignment will be based on how your entry performs in this tournament.

## Notes on this assignment

- There are three deadlines for this assignment:
  - Thursday October 6:
    - \* Problem 1: written alpha-beta pruning problem
    - \* For this problem, NO LATE PAPERS will be accepted. Solutions will be posted after class this day.
  - Thursday October 20:
    - \* Implementation of alpha-beta MINIMAX
    - \* A “minimally competent” evaluation function for Connect 4
    - \* A few written problems
  - Thursday October 27:
    - \* Final evaluation function
    - \* Writeup of your evaluation function
- The details of the programming portion of this assignment will be handed out on Monday October 3.
- In the meantime, I recommend that you go on the web, find a Connect 4 applet, and play some games!