

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!