CS 534 Artificial Intelligence Final Project
GoBang Game Project Report

Group 10

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1 Introduction

2 Methodology

3 Results

The results part will give the result for 2 kinds of the AI in the Go Bang game, which are based on the $\alpha - \beta$ pruning and the Monte Carlo tree search algorithms respectively.

3.1 $\alpha - \beta$ Pruning Based AI

3.2 Monte Carlo Search Based AI

3.3 Competition Between 2 Kinds of AI

4 Discussion

References