

The Monte Carlo Algorithm at connect four simulates out all the possible outcomes for any given decision. It does this by simulating 100 games with two random agents given that the first move is the move it is testing. It sees which move leads to the most good outcomes (a win) and chooses that move. This is a nice Algorithm because it does not need to model the world by seeing when a player has an advantage. All it needs to know is, did the bot win, lose, or tie. It does not need to know any strategies or heuristics. This leads to MC beating my min max algorithm 70% of the time. It is very computationally expensive and takes around 5 seconds to make a move on my local computer.