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TECHNICAL REPORT







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1 Decision-making strategies

1.1 Smart Strategy

The first decision strategy put in place consists in placing the pawn in the most optimized way possible. Which means that the A.I. calculate all the possibilities we can make, and the A.I. will choose the best move. In other words, the move with the most points.

It will be necessary to use the tiles already placed on the board, and the pawns which are already in our hand. The aim of this strategy is that the A.I. will prefer to place its pawn(s) somewhere else than to make a combination of 5 symbols (or colors) because as soon as players finish a line, they obtain a temporary bonus which brings them 6 more points in their personal score.

1.2 Bag / Hand Strategy

The second decision strategy consists of collecting the most tiles of the same family. For example, a family can be a group of red tiles, or a group of star tiles.. Thus, during the game, the A.I will prefere this strategy and moove the tiles that don't constitute family despite this moove does not score the most points.

In this way, we try to deprive the opponent to finish combinations. However, if the A.I's hand is disappointing (it means that the A.I don't have many tiles of the same family), A.I will pick from the bag and hope having a better hand. If despite all thoses handling conditions are yet not met to make this strategy, A.I will looking how to do the biggest score possible.