Theory of Computer Games 2017 - Project 3 (Preview)

In the series of projects, you are required to develop AI programs that play *2584 Fibonacci*, a 2048-like game, which is similar to the one at here.

Overview: Solve 2×3 *2584 Fibonacci*.
1. Modify the board size to 2×3.
2. Implement expectimax search algorithm with transposition table.
3. Calculate the value of the entire game space with expectimax search.

Specification:
   To be announced.

Methodology:
   To be announced.

Submission:
   To be announced.

Scoring Criteria:
   To be announced.

Hints:
   To be announced.