

Tablut Challenge 2020

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The agent

Our agent is based on:

- Python - for its flexibility in interfaces;
- C++ - for the power and efficiency of the Standard Interface Library.

Characterized by:

- Recursive approach;
- Negamax fashion;

Double heuristic

A simple heuristic

Manhattan distance from the king for each tile.

$$\text{Value(Tile)} = (\text{BlackCapture} - \text{WhiteCapture}) + 0.1 * \text{KingDistance}$$

A smarter heuristic

Enhancing values for the escaping points for the king. For the paws:

- Whites - higher values if they are protecting the king;
- Blacks - lower values if nearer to threaten the king.