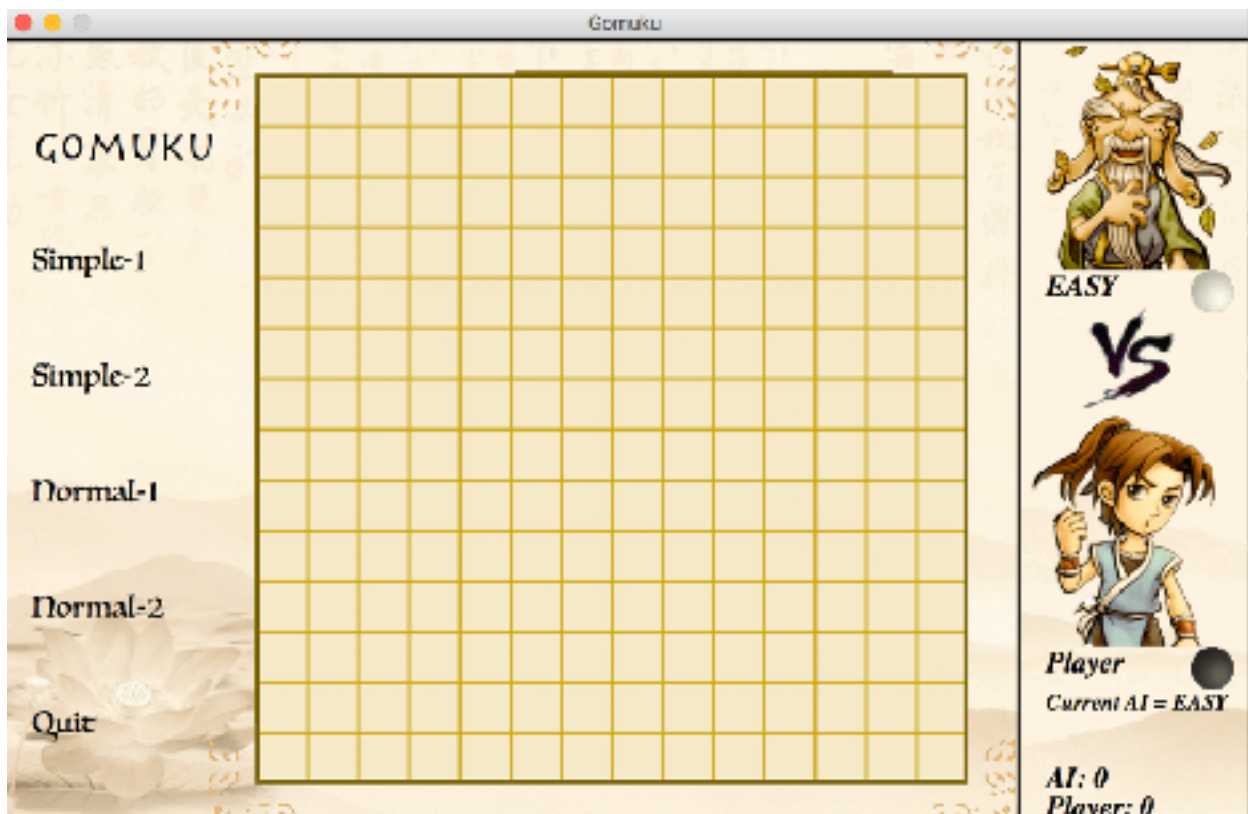


Welcome to Gomoku!!!

Step1: To start the game, clone this repository ,navigate into the directory called Gomoku_GameTreeSearch and run Python2 on the file called GUI.py:

```
Bingzhaos-MacBook:~/Documents/Git/trial
15:48:50$ git clone https://github.com/zuoyigehaobing/projects
Cloning into 'projects'...
remote: Counting objects: 879, done.
remote: Compressing objects: 100% (66/66), done.
remote: Total 879 (delta 7), reused 72 (delta 7), pack-reused 886
Receiving objects: 100% (879/879), 19.33 MiB | 3.17 MiB/s, done.
Resolving deltas: 100% (273/273), done.
Bingzhaos-MacBook:~/Documents/Git/trial
15:49:02$ cd projects/
Bingzhaos-MacBook:~/Documents/Git/trial/projects (master)
15:49:14$ cd Python/
Bingzhaos-MacBook:~/Documents/Git/trial/projects/Python (master)
15:49:16$ cd Gomoku_GameTreeSearch/
Bingzhaos-MacBook:~/Documents/Git/trial/projects/Python/Gomoku_GameTreeSearch (master)
15:49:20$ python2 GUI.py
```

You'll see the following:



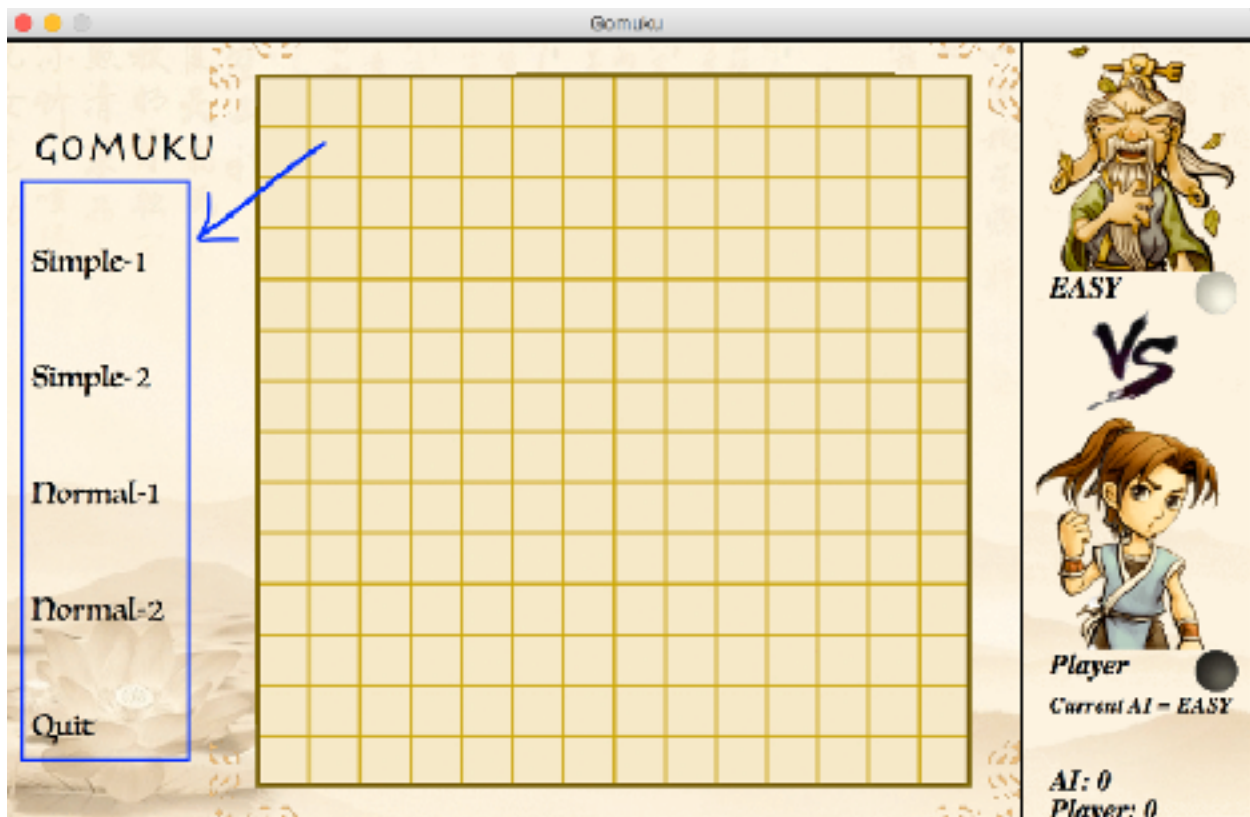
Step2: Once you started the game, choose the difficulty mode from the menu bar on the left side:

Simple-1: game tree search with depth 1, Player goes first (Which is just heuristic search)

Simple-2: game tree search with depth 1, AI goes first

Normal-1: game tree search with depth 3(with alpha beta cut), Player goes first

Normal-2: game tree search with depth 3(with alpha beta cut), AI goes first



##if you want try different depths, you can also manually set the depth
in the minimax search file .However, if it is larger than 4, the response time for each step is
crazy long since the searching state is so huge.

click Quit to exit the game, Enjoy!

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Bin Liu : bbin.liu@mail.utoronto.ca

BingZhao Shan : bingzhao.shan@mail.utoronto.ca

