Team: Ronald Jenkins, Caelan Mayberry, Joshua Walton

Game: Khet

Description:

Our game AI will be playing Khet. Khet is like chess, it is a grid with all pieces known and each player is given the task of defeating the enemy king. The difference occurs that instead of moving pieces to take out the opponents king, each player has a ‘sphinx’ which fires a laser at the end of each his turn, and his pieces on the board are either mirrors to reflect the laser or blocks to stop he laser. The goal of Khet is to hit your opponent’s king with your laser while also protecting yours from getting hit. Certain pieces can be removed by being hit by the laser on a non-reflective surface.