AI board game

Customer specifications

Board: 16 by 16 squares

Two adversaries

Fight between AIs which sorts among 256 possible choices according to 2 rules

Skills

- Creating an algorithm that plays automatically
- Development and adaptation of game strategies
- Optimization of calculations

What are the game constraints?

How to earn the most points?

Verifying that the strategy is working

Outline of strategy development

Tools

- Java (algorithm)
- NetBeans (code writing)
- Terminal (code launch)