THE UNIVERSITY OF HONG KONG
Department of Computer Science
COMP3270 Artificial Intelligence
MiniProject

Due Date: Sun, Dec 3, 2017.

Write a program for playing Othello (or Reversi). The game will be between a human and the computer.

You should submit a written report together with your program. The report should describe in detail your methodology, such as the search engine, α-β pruning, heuristics applied, and the evaluation function you use. Also state the number of look ahead steps that your program uses, and whether you use any database for beginning of games and end games.

Minimum Requirement: Your have to implement at least minimax procedure with α-β pruning.

Graphical User Interface: 10% of the marks will be allocated for GUI. If you do not implement the GUI, you will lose that 10%. In that case, you can just write a command line program, and use text input for moves by human. After every move, the board configuration will be printed out using text graphics.

You can use C++/Java/Python for implementation. If you want to use other programming languages, contact the tutor first.