**Write up:**

With the implementation of Expectimax in my connect 4, I found that it didn’t change too much how often my AI would win. Even with the randomness that came from an equal probability of choosing any column, my expectimax ai was still able to win every time that I played it against the random opponent. There were some times when I felt like the random player had a better score on the board, like had 3 in a row or other similar layouts, however it never actually ended up winning against the ai. If I were to play my expectimax ai vs my minimax agent, I think that I would win a lot more consistently against my expectimax agent (given the fact that it would think I would be picking randomly, it is not well suited for strategic moves like the alpha beta search is). This lab was really interesting, and showed me just how much chance can alter the effect of any game, as well as the ai that is trying to beat it.

Code:



