

- (a) Main Techniques we are featuring in our project include:
 - 1. IDDFS with mini-max search and alpha-beta pruning to search for the next move;
 - 2. Zobrist Hashing to avoid analyzing the same position more than once;
 - 3. basic and customized evaluation methods to find best move.
- (b) So far, we have figured out (1) the structure of our code, (2) the static evaluation method, (3) function to find all possible moves for a given state, (4) utterance, and (5) mini-max search with alpha-beta pruning and time limit. What we are going to do next are Zobrist hashing and debugging.