

TUICHU presentation

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References

- Programming language: Java
- GitHub repository: [DanySan1/tablut-ai](#)
- AI Algorithm: MinMax with Alpha/Beta Pruning
 - Package edu.tuichu
- Project framework and utilities derived from the [TablutCompetition](#) repo
 - Package it.unibo.ai.didattica.competition.tablut
- The maximum depth used is 4

Maximize white player
+
Minimize black player

Black/White Heuristic

- isWhiteWin() / isBlackWin()
- isKingInCastle()
- getEatenPawns() (white + black)
- getMinManhattanDistanceFromKingToWin()
- getPawnsInWinCells() (white + black)
- getPawnsAdjacentToKing() (white + black)
- getPawnsAroundKing() (white + black)
 - getPawnsInKingsRow()
 - getPawnsInKingsColumn()



**Thank you !
Questions?**