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Team 4

# Evaluation Function:

Where c(n) is how close the marbles are to the centre; a(n) is the number of marbles next to each other; and e(n) is how many of the opponents’ marbles are at the edge. ea(n) is a combination of how many opponent marbles are at the edge and how many of the player’s marbles are situated next to opponent marbles..

# Strategy used:

## Offensive vs. Defensive

Offensive:

* Triggers when the player has 2 or more points than the opponent.
* Will push off opponent marbles, even if it results in the breaking of blob formation or putting own marbles in potential danger.
* Trigger defensive mode it the opponent ends up having 2 more points than the player.

Defensive:

* The game will start in defensive mode.
* Aim to make a defensive blob and keep marbles towards the centre.
* Do not sumito a marble if it puts the player’s marbles at risk of being sumito’d.
* If max turn limit is given, go on the offensive at the last quarter of the game.
  + e.g. if total turn limit is 10, go on the offensive starting around turn 7.

# List of References used:

<https://en.wikipedia.org/wiki/Abalone_(board_game)#Strategy>

https://entertainment.howstuffworks.com/leisure/brain-games/abalone2.htm