# Connect 4 Using Minimax

How to play: Simply boot the executable Connect4.exe (located in the Debug folder) and follow the on-screen prompts.

Evaluation: The heuristic used counts all the possible wins a player can get and uses that to determine the strength of a move.

Algorithm: Connect4 uses a Minimax algorithm with alpha-beta pruning and a search depth of 10. It uses a recursive function to iterate through all the board states and uses a heuristic to determine the ‘value’ of a particular board state. If there is a path in a node that would lead to a worse outcome then one already available, then the rest of the node isn’t searched (pruned).