# Intelligent Connect 4



### **Team Members**

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Under Supervision of

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## **Game Description**

- Simple Connect 4 game programmed in Python using the graphical library Tkinter.
- It allows human player to play against computer and allows either players to start first.
- it's with AI using the Minimax algorithm with alpha-beta pruning and depth limited search technique to explore the game tree.
- The yellow pieces for computer player and red pieces for human player.

#### Minimax pseudo code

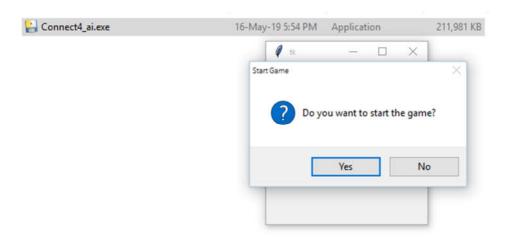
```
function alphabeta(node, depth, α, β, maximizingPlayer) is
if depth = 0 or node is a terminal node then
     return the heuristic value of node
if maximizingPlayer then
     value := -∞
     for each child of node do
         value := max(value, alphabeta(child, depth - 1, \alpha, \beta, FALSE))
         \alpha := max(\alpha, value)
         if \alpha \ge \beta then
              break (* 8 cut-off *)
     return value
else
     value := +∞
     for each child of node do
         value := min(value, alphabeta(child, depth - 1, \alpha, \beta, TRUE))
         \beta := \min(\beta, \text{ value})
         if \alpha \ge \beta then
              break (* a cut-off *)
     return value
```

#### **Utility function**

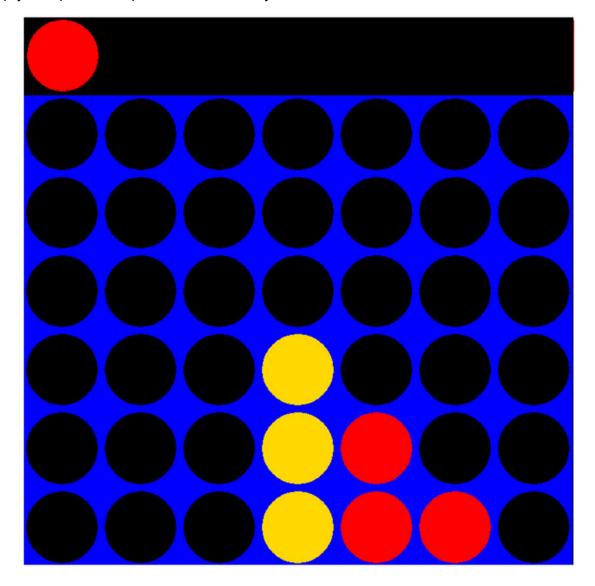
- It calculate the score of the Al player in order to pick the best move.
- This is how the algorithm works:
- 1 It counts center pieces and gives 3 points for each one.
- 2 For the horizontal direction, it creates a row window of length 4 to count the number of adjacent pieces in each row and gives a specific score according to the number:
- 4 yellow pieces (winning move) => 50 points
- 3 yellow pieces and 1 empty => 10 points
- 2 yellow pieces and 2 empty => 5 points
- 3 red pieces and 1 empty => -6 points
- 3 Same as previous for vertical direction, positive diagonals and negative diagonals.

## **User Guide**

- 1- Run Connect4\_ai.exe
- 2 Choose if you want to start the game.



3 - Simply, drop the red piece where ever you want.



4 - At the end of the game, a message pops up telling you the result of the game which will be one of these (You wins - Computer wins - Game over)

