**Connect 4**

**MEMBERS**

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**DESCRIPTION**

The objective of the game is to be the first player to connect four of their colored disks in a row, either horizontally, vertically, or diagonally. The challenge lies in creating an algorithm that can make strategic decisions based on the current state of the board, while also being able to anticipate future moves and outcomes. One important reason for developing an AI system for Connect Four is that it provides a testbed for developing and refining AI algorithms that can be applied to other real-world problems

**DATASET**

No Dataset required

**TECHNIQUE**

We use different algorithms to solve the following problems

For Example:

MiniMax, Alpha Beta pruning, A\* and other blind search algorithms

**CODE AVAILIBILITY**

The following game is built using the concepts of pf and oop in past

There is no code available of this game using AI concepts

**TIMELINE**

The timeline for each stage would depend on, the complexity of the AI algorithm, and the availability of computing resources.

The project of this nature could take anywhere from several weeks to several months to complete