AI For Games

## Lab 2

1. Below is a Tic-Tac-toe (Noughts and Crosses) board, suggest some predefined values (from 1 to 5 where 5 is the best) which can be used to inform the AI where to make its initial move. Do some research on how to play the game for suggestions.

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1. Given the following situation, and assuming the AI is playing **X**, and is taking the next move, what heuristic might you consider?

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| --- | --- | --- |
| X |  |  |
|  | X |  |
| O |  | O |

1. A game has a story line element where, once the player has completed a specified quest, a messenger should appear and deliver a note to the player requesting the player meet a local lord.
   1. What would be the most appropriate approach to this situation?
      1. A hack
      2. A heuristic
      3. An algorithm
   2. Justify the decision made to the previous question.
   3. Given your choice in a. What could go wrong and how could you fix it.