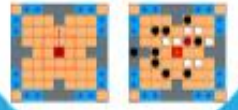
TA BLUT BROTHERS

Tablut Challenge 2023

Davide Cremonini & Gabriele Nanni

WHAT DID WE USE

DYNAMIC EVALUATION



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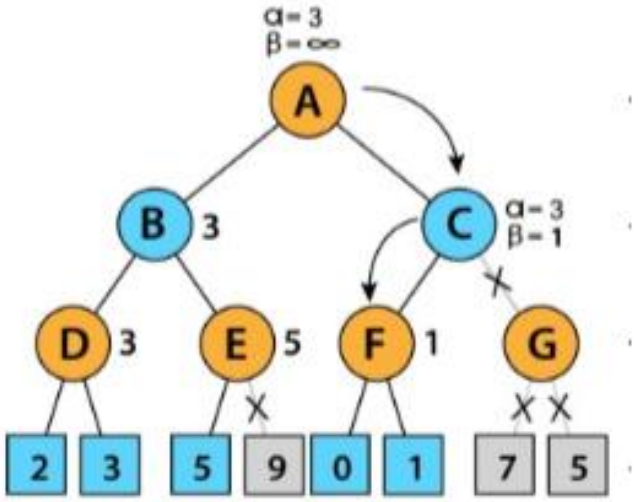
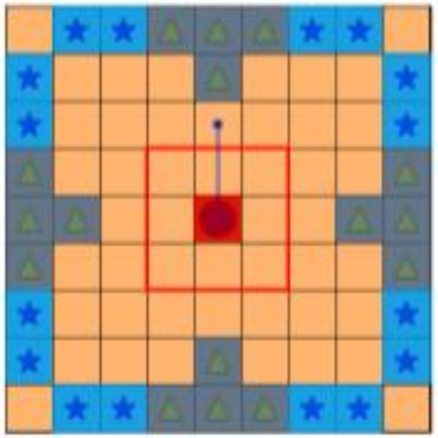
WHAT DID WE USE

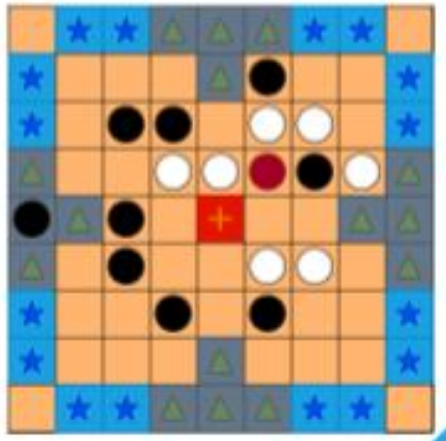
- Alpha-Beta Pruning
- Implementation with JAVA AIMA Library



DYNAMIC EVALUATION

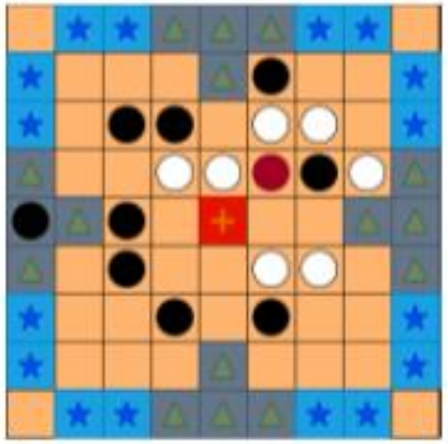
- Two phases of the game with different strategies
- When the King leaves the center square Black player enters late game
- When n° BP become less than 1.5 n° WP White player enters late game



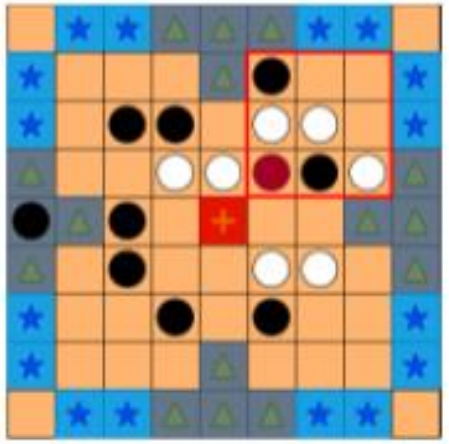


METRICS

Total pawns on the board
(B or W)

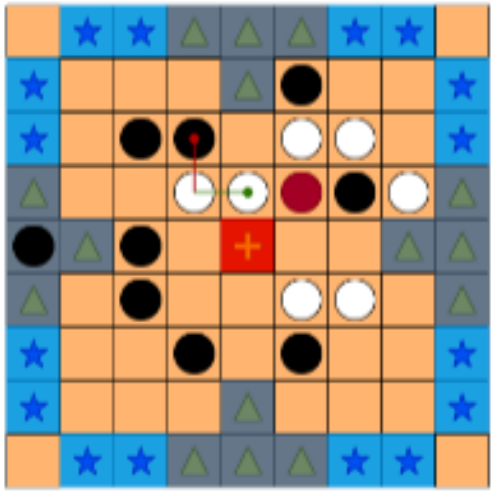


Pawns in King's quadrant
(B or W)

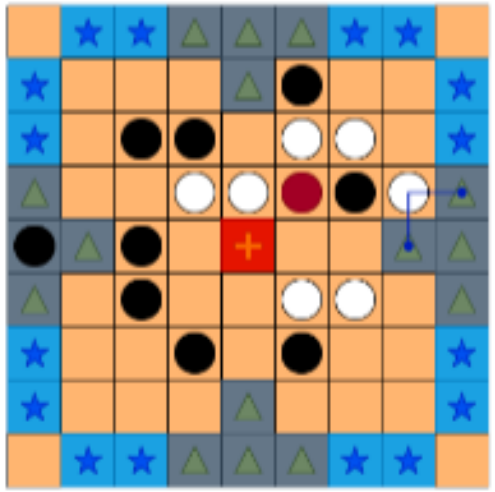


METRICS

Number of nearby Friends and Enemies



Number of nearby camps



METRICS

Position of King

Bonus for potential win

THANKS FOR YOUR ATTENTION

Happy Holidays!