**COSC 3P71 Assignment 1**

**Marking Scheme**

Fall 2021

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|  |  |  |
| --- | --- | --- |
| **Item** | **Marks** | **Notes** |
| Interface | 3/4 | Game crashes when incorrect input is used |
| Gameplay | 2/4 | No option for human v human play, some win conditions aren’t working right (see notes) |
| Organization &  Discretionary | 3/3 |  |
| Minimax Algorithm | 6/6 |  |
| Heuristic Evaluation | 1.5/3 | Heuristic function could be improved. Something else to include would be a condition like:  O O \_ O,  Because we aren’t going to have just a win/lose situation in the leaf nodes since we are only going a few layers deep into the search tree (especially at the start of the game). |
| **Total** | **15.5/20** |  |

**Notes:**

Great job! -AM

Conditions are being checked incorrectly:

Eg. game

Please choose a column :

0

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

Board after AI has played its move:

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

Please choose a column :

0

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

Board after AI has played its move:

\_ \_ \_ \_ \_ \_ \_

\_ \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

Please choose a column :

0

\_ \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

Board after AI has played its move:

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

Please choose a column :

1

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O O \_ \_ \_ \_ \_

Board after AI has played its move:

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X \_ \_ \_ \_ \_ \_

O \_ \_ \_ \_ \_ \_

X X \_ \_ \_ \_ \_

O O \_ \_ \_ \_ \_

Player Wins