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Pitch AI Description

1. Bidding

Before making a bid, the bot looks at how many cards of the same suit it has. if it doesn’t have more than two cards of the same suit, then it passes the bid. If it has 3 or 4 of the same suit, it bids 3. If it has 5, it bids 4. If it has 6, it bids smudge. I could have made the bidding a little more complicated by adding a deciding factor based on whether or not the bot had a Jack, two, or Ace/King/Queen; but I didn’t allocate enough time in my schedule to do that. When playing against my bots, I noticed that when they’re able to go first, they are able to stay ahead of the other bots (and me)

1. Card-playing

If the trump is not already selected, the AI bot decides what to play based on how many of the same suit it has. This part is similar to the bidding algorithm. If the AI decides the trump card, then it will play the highest value in its hand. Otherwise, if the table contains cards that the bot cannot beat, it plays the lowest card it can, but avoids playing their lowest possible trump (in case it’s the low). If given the ability to start a trick, they will pick the highest card they can, if it’s not a trump.