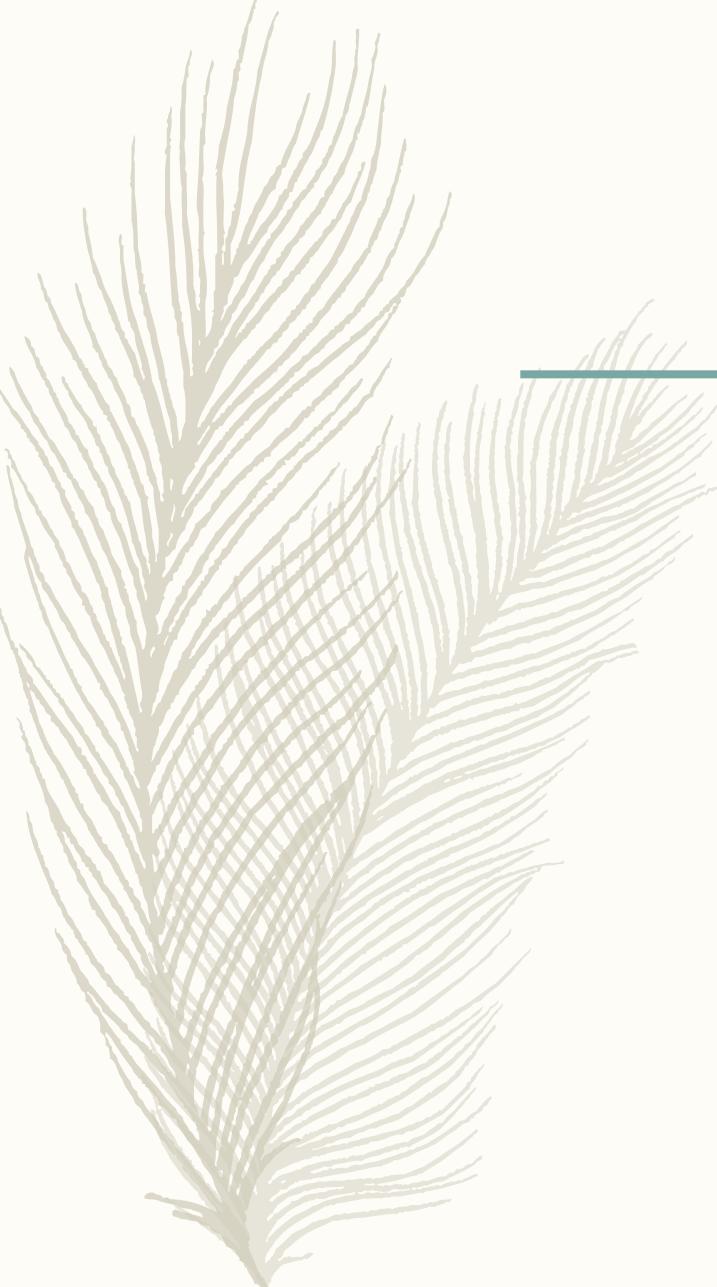




COMP1110 Assignment2 Warring States

Tue-11-e



Design Approach

User Interface

AI Design

Design Approach

isPlaceWellFormed, isMoveLegal, getSupporters ...

-
- Update board:
String
(delete empty positions, add ZhangYi's new position)
 - Create a number board

Number Board

4	Y	S	M	G	A
5	Z	T	N	H	B
6	0	U	O	I	C
7	1	V	P	J	D
8	2	W	Q	K	E
9	3	X	R	L	F

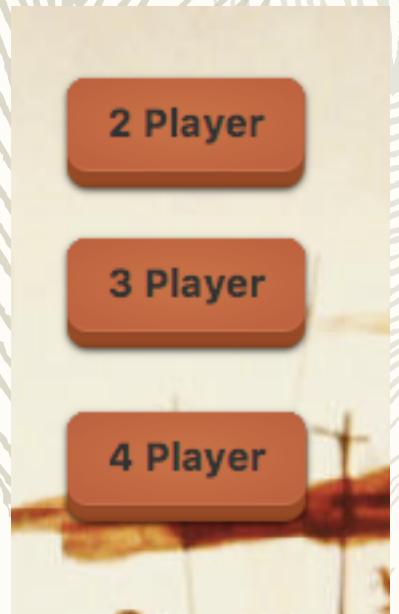


95	89	83	77	71	65
96	90	84	78	72	66
97	91	85	79	73	67
98	92	86	80	74	68
99	93	87	81	75	69
100	94	88	82	76	70

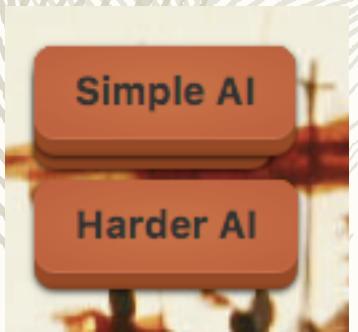
User Interface



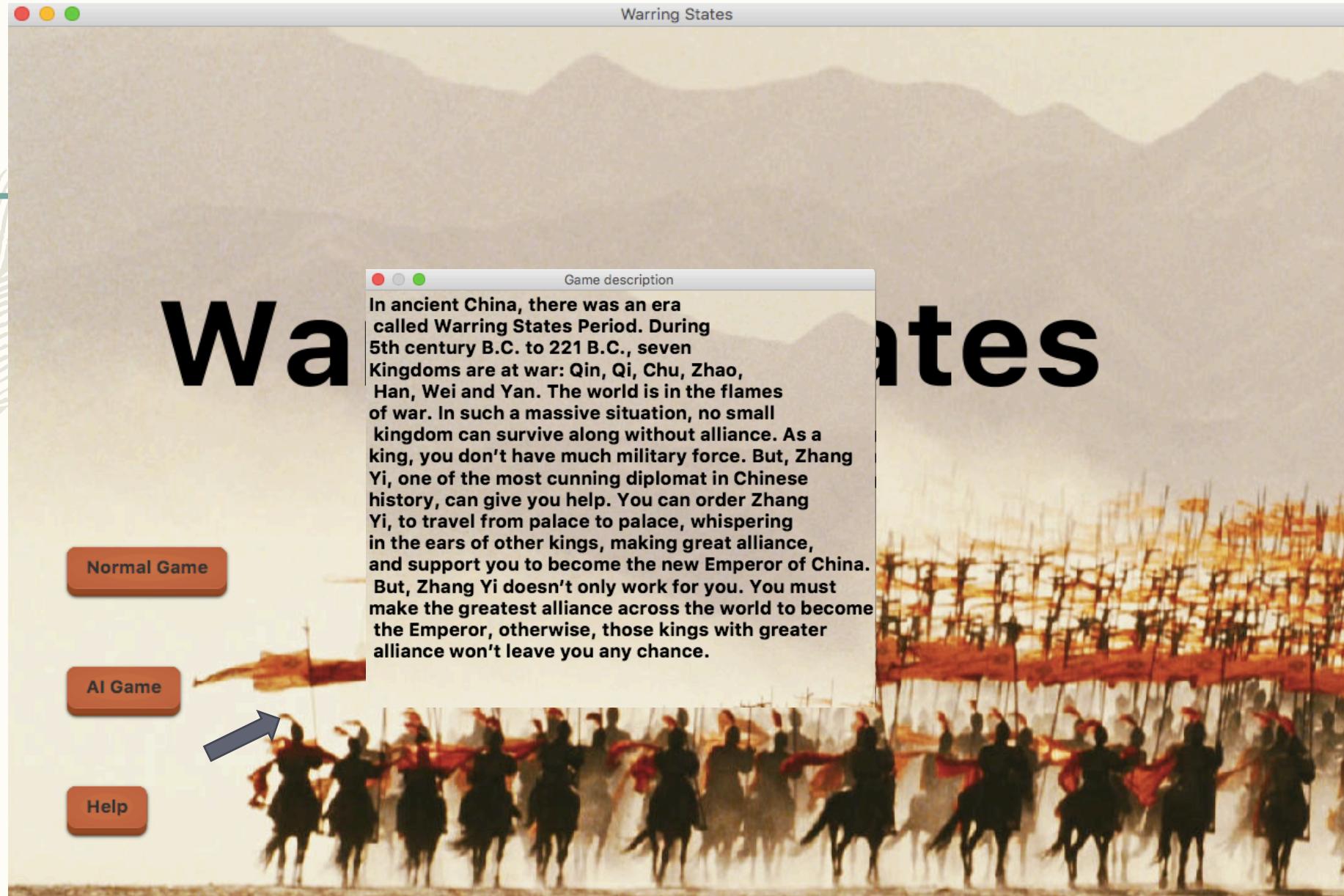
User Interface



User Interface



User Interface



User Interface

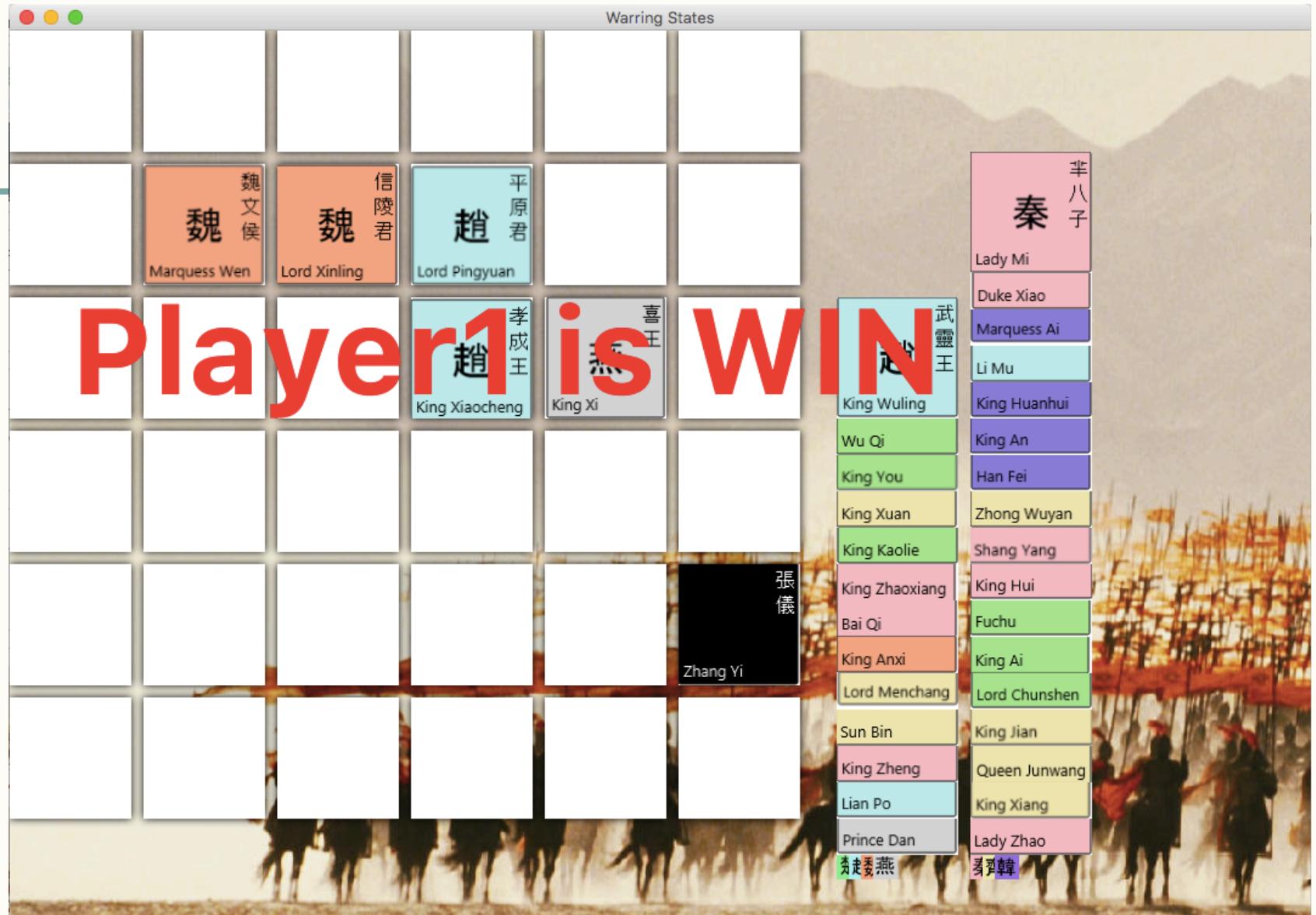


User Interface

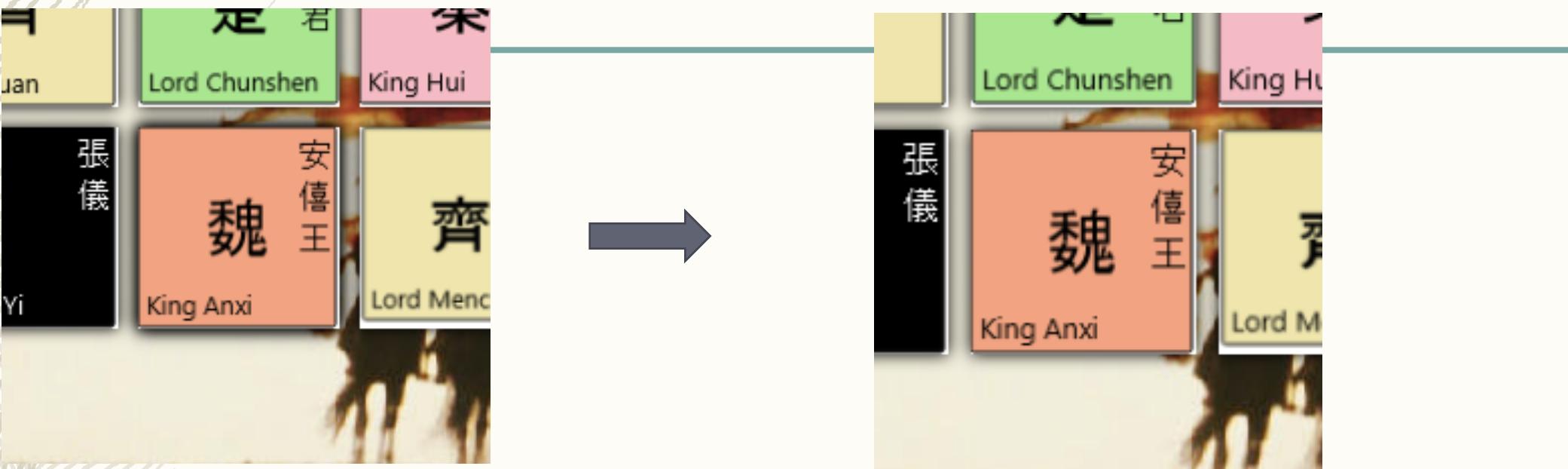
Warring States					
魏 安僖王 King Anxi	楚 考烈王 King Kaolie	楚 哀王 King Ai	齊 襄王 King Xiang	韓 韓非 Han Fei	秦 政王 King Zheng
楚 幽王 King You	魏 魏文侯 Marquess Wen	魏 信陵君 Lord Xinling	趙 平原君 Lord Pingyuan	秦 芊八子 Lady Mi	秦 孝公 Duke Xiao
秦 惠文王 King Hui	齊 孫臏 Sun Bin	楚 負芻 Fuchu	趙 孝成王 King Xiaocheng	燕 喜王 King Xi	齊 建王 King Jian
秦 商鞅 Shang Yang	趙 李牧 Li Mu	秦 白起 Bai Qi		韓 安王 King An	
楚 吳起 Wu Qi	楚 春申君 Lord Chunshen	齊 孟嘗君 Lord Menchang	齊 君王后 Queen Junwang	韓 桓惠王 King Huanhui	趙 武靈王 King Wuling
韓 韓哀侯 Marquess Ai	齊 宣王 King Xuan	齊 鍾無艷 Zhong Wuyan	趙 廉頗 Lian Po	秦 昭襄王 King Zhaoxiang	張儀 Zhang Yi
				燕 太子丹 Prince Dan	秦 趙姬 Lady Zhao



User Interface



Mouse Move Shadow

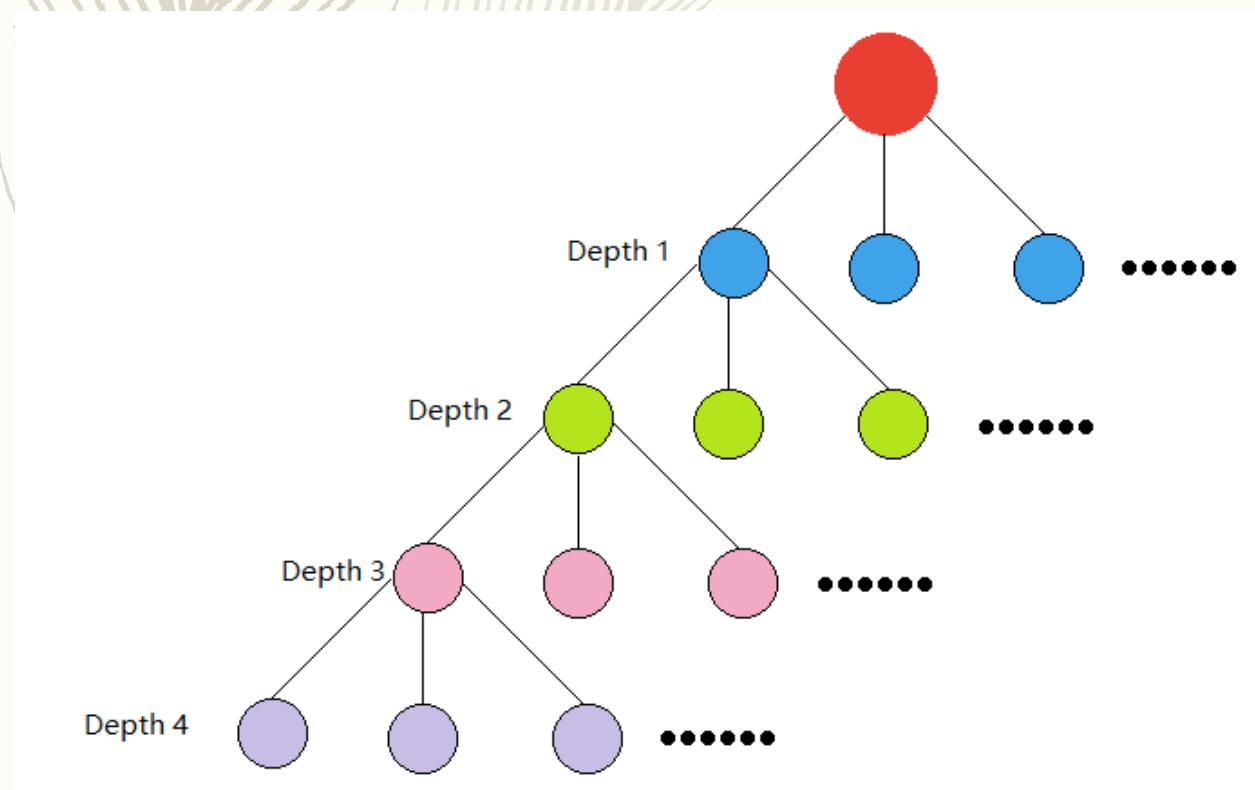


Simple AI

-
- Generate all possible moves
 - Assign score to each move
 - Select the move with best score

Harder AI

- MiniMax Tree



Depth = 4