

COP 702 : Software Systems Lab

Assignment 2 : Ludo Bot

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- **Bot Name :**
 - Team14Bot
- **AI Technique :**
 - Rule based approach with fixed order of rules.
- **Game stats :**
 - The board is stored as 1-d array of information about each square on board.
 - Information about tokens is stored in user defined structures.
- **How to compile the code :**
 - run `./compile.sh`
 - To use the bot , copy the `/bin/game` folder and `start.sh` to the required directory already containing server and client program. Then client can be run as `./client/client 127.0.0.1 4000 start.sh`
(ip address and port of server can be set as required)