

Group work declaration

Group members	Marcus	Tobias	Maximillian	Benjamin
Ideas	Snake heuristics Calculate utility while looking for empty cells	1D array board representation (not implemented)	Optimize by grouping identical game states	Alpha-Beta Pruning
Implementation	Ideas above Expectimax implementation	2048 grid GUI Benchmarks and graph Minor optimizations	Optimize by grouping identical game states (Did not work with expectimax)	trying to implement Alpha-Beta Pruning
Report	Chapter 6 and 7	Chapter 8 and 9	Chapter 1, 2 and 3	Chapter 4 and 5