COMP472 - Reports

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1 Introduction

This project is completed in the context of COMP472, Artifical Intelligence for Fall semester in 2019. The objective of this project is to make a simple game called X-Rudder using AI and different decision- making algorithm, this report explains in detail what have we done and the reason behind our choice of AI algorithm as well. The team member of this project are Thomas Backs, Marco Tropiano, and Earl Aromin Steven. In team of three (3), we made a game that can be played in either Player vs Player (PvP) or Player vs Comuter (PvC). The game is in Command Line Interface (CLI), because the focus of this project is the AI of the game rather than GUI. *Add more information such as Algorithm chosen*

1.1 Technical details

The goal of this project is to make an interesting game using Artifical Inteligence, in order to run this the prerequisites to runs this are **Python3** and **numpy package**. We use Python3 because we wanted to have recent stable version of it since Python 2.7 will be deprecate past 2020. The numpy package is required for our 2D board, this package made it easier to handle it.

To run it simply type this following command line **python3 x-rudder.py**. It will enter the game loop, from there you have the option to run it in PvP mode or PvC mode.

2 Heuristic

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2.1 Description

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2.2 Justification

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3 Tournament or When we player against it

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3.1 Analysis

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3.2 Result

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4 Issues encountered

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5 Responsibilities

5.1 Deliverable 1

Everyone put effort and time to do the Player versus Player build During the first Deliverable, we also code it with the following deliverable in mind as well.

5.2 Earl Aromin Steven

– Create and handle game board.

5.3 Marco Tropiano

– Handle game ending condition and logic.

5.4 Thomas Backs

Deliverable 1

– Added Player input in the game and interaction.

```
import config
def main() {
    print('test')
    f = 145
    return f
}
```