



# **AI PROJECT QUORIDOR**

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# CONTENT

**01**

WHAT IS OUR PROJECT ABOUT?

**02**

UNDERSTANDING THE CONCEPT

**03**

WHAT WAS DONE?

**04**

OUR IMPLEMENTATION

**05**

CONCLUSION

**06**

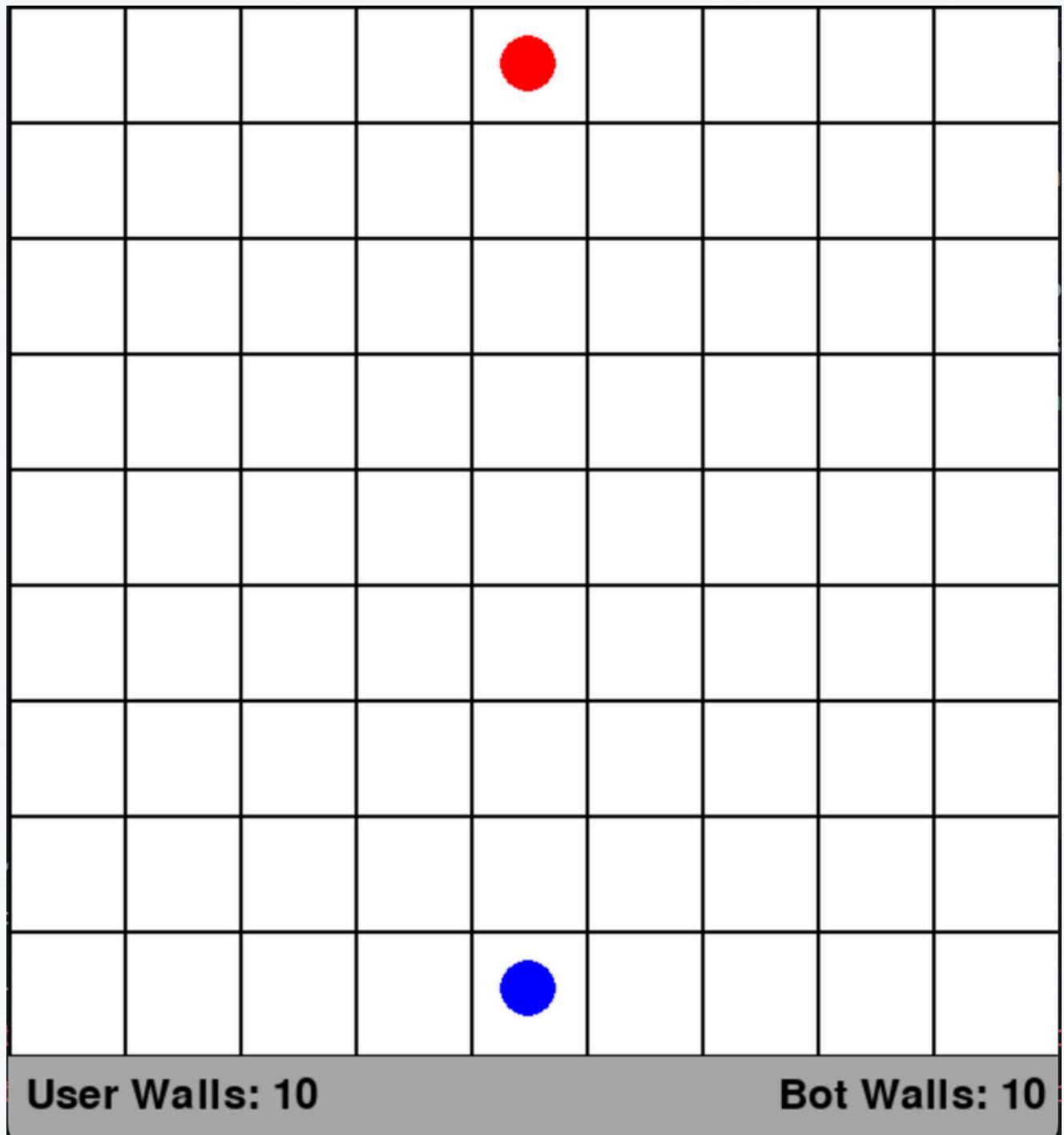
Q&A

# ABOUT OUR PROJECT

The game is a strategic turn-based puzzle game, where two players or bot and a user take turns either moving or placing walls on a grid.

The goal is to navigate from one side of the grid to the other while obstructing the opponent's path with walls.

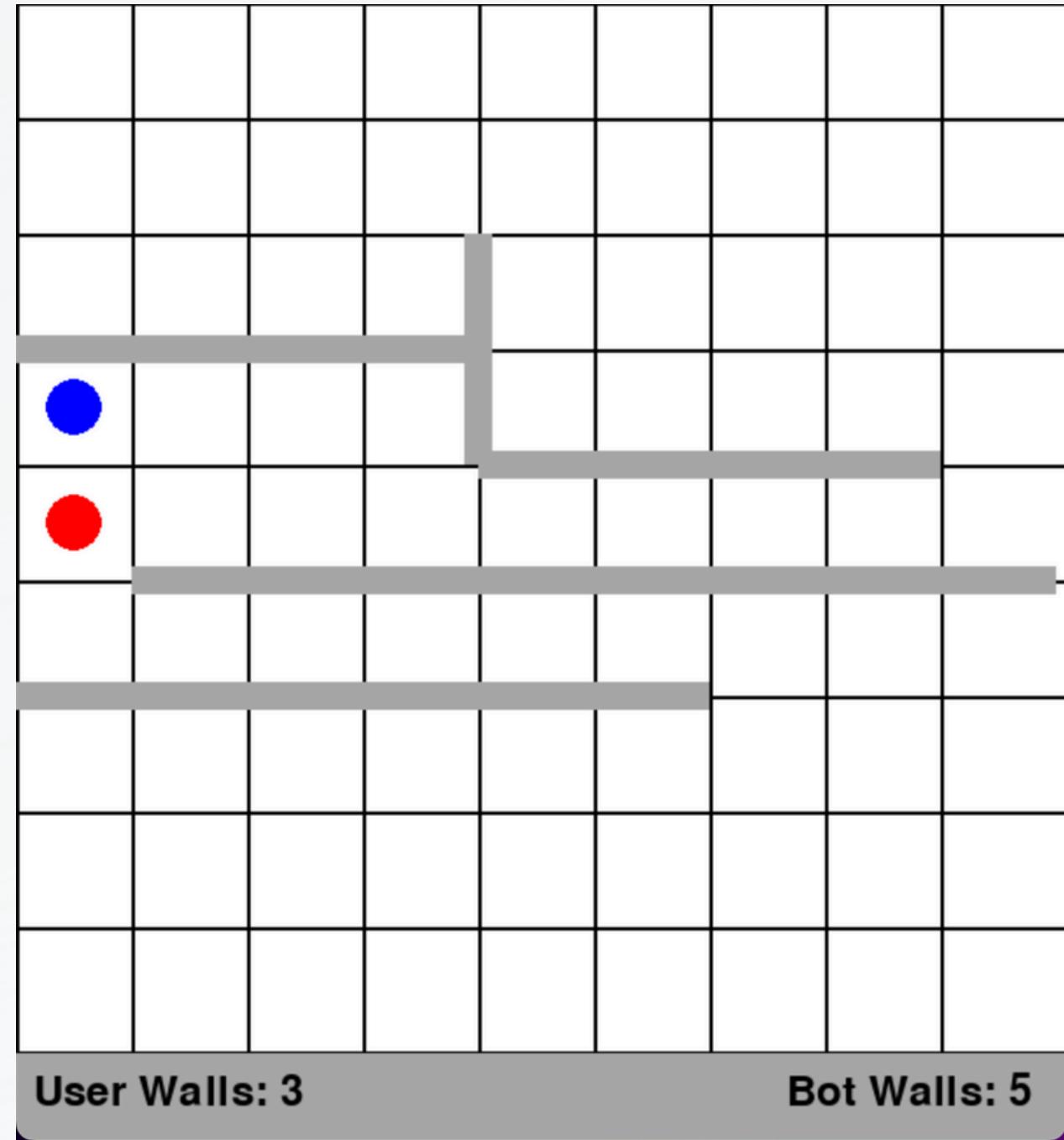
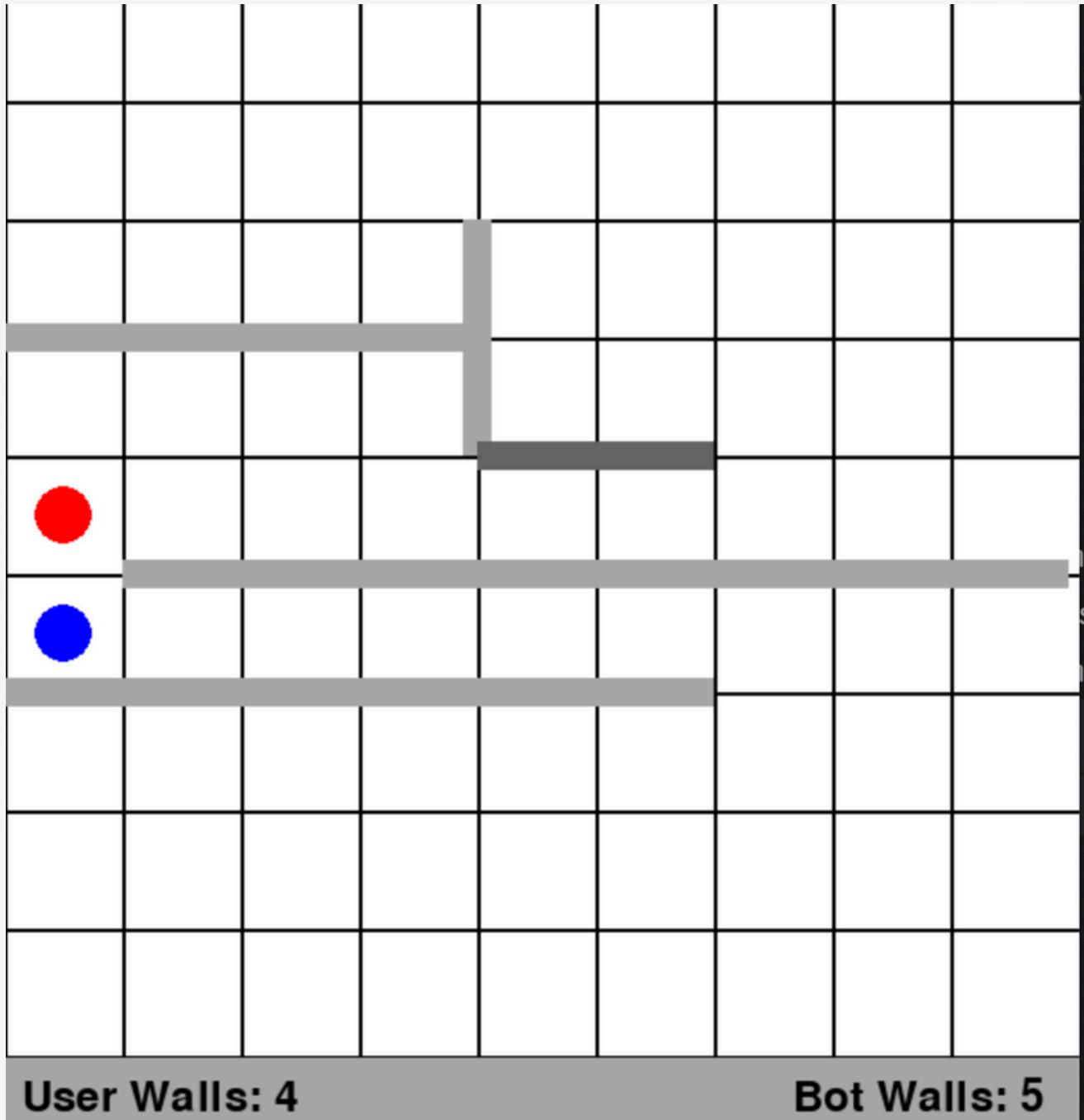
Both players have 10 walls at start and can perform only 1 move at each turn - put a wall or make a move.



# NUANCES

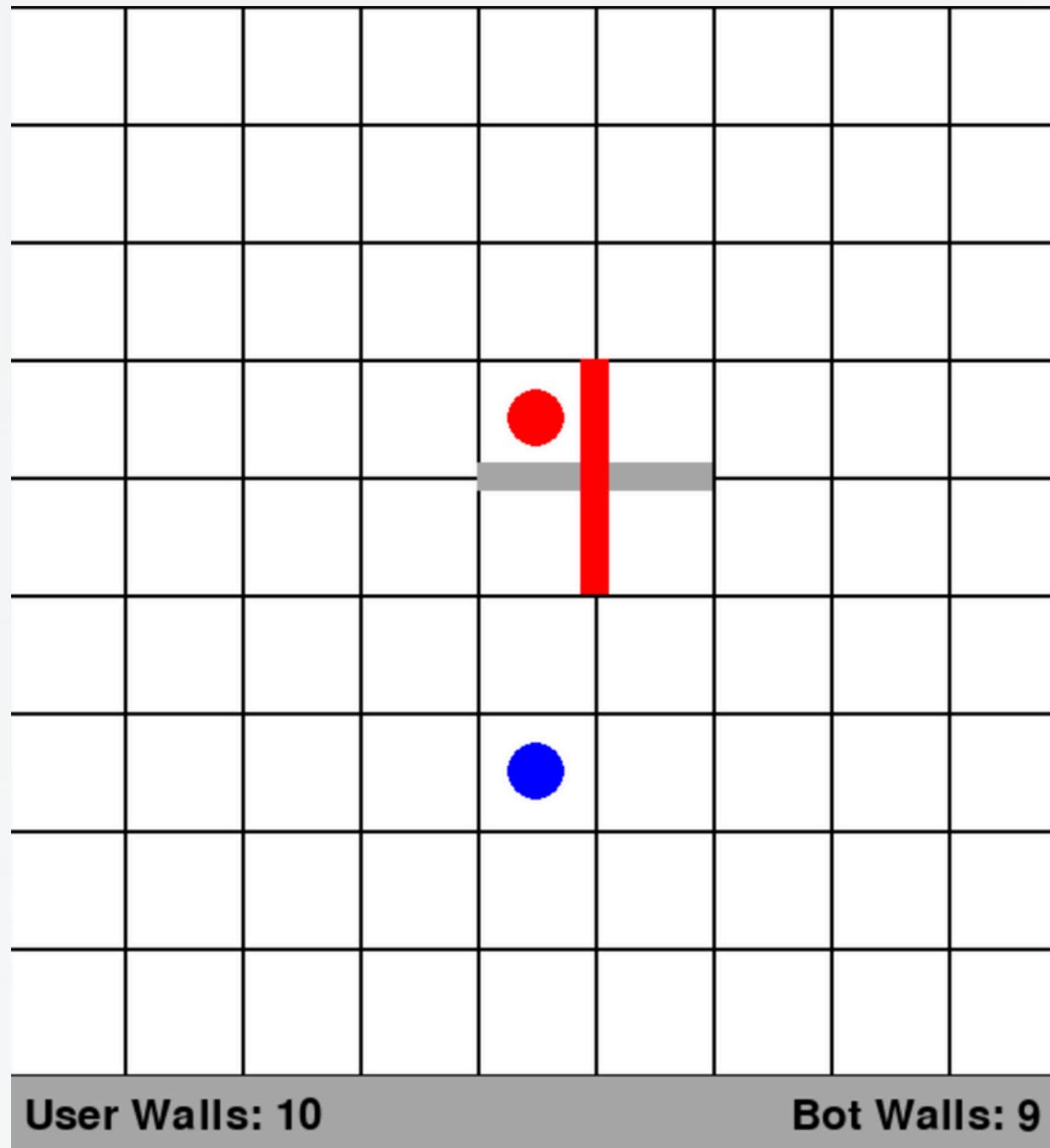
# ALLOWED

# Blue To Move

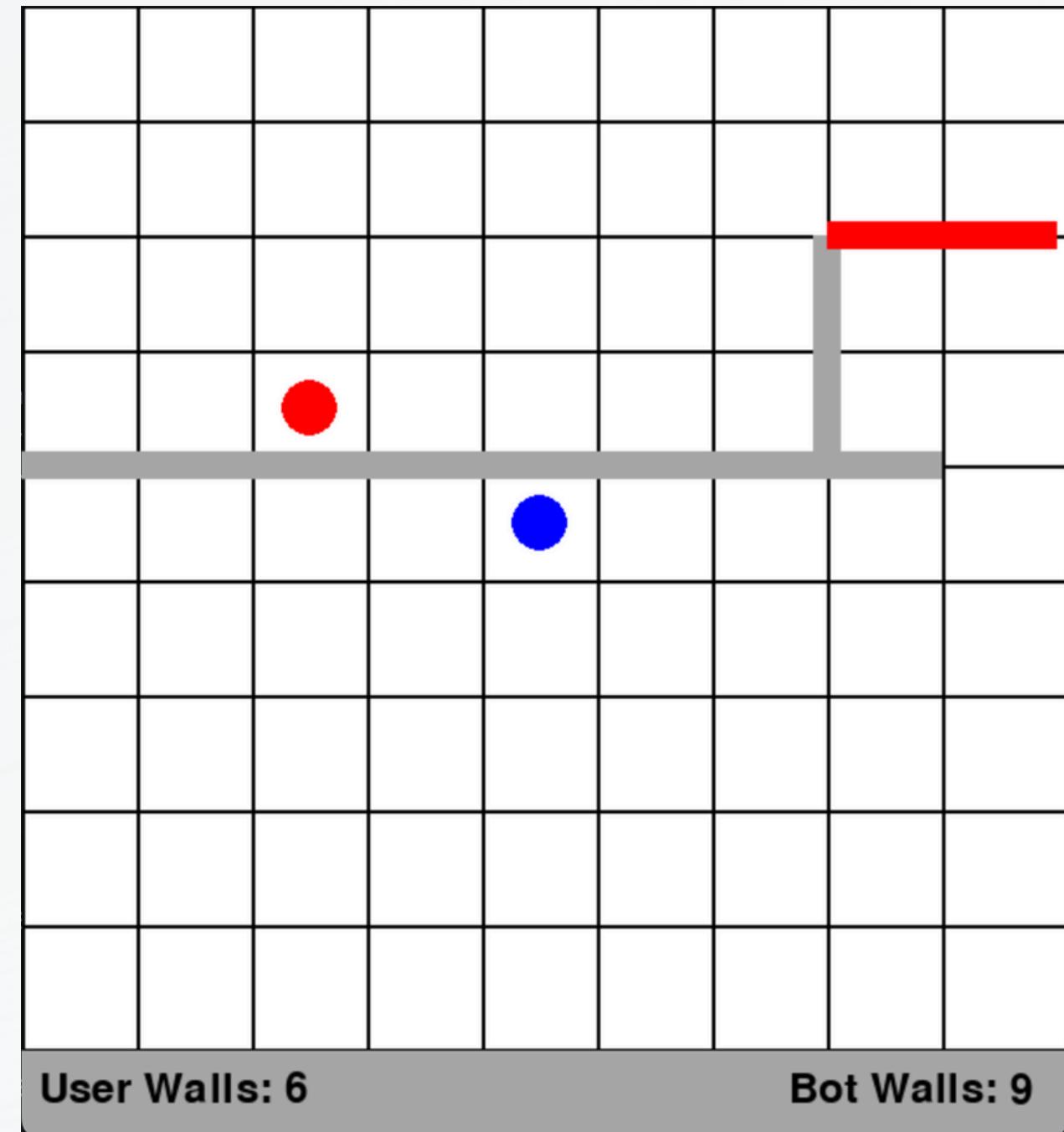


# NUANCES

## RESTRICTED

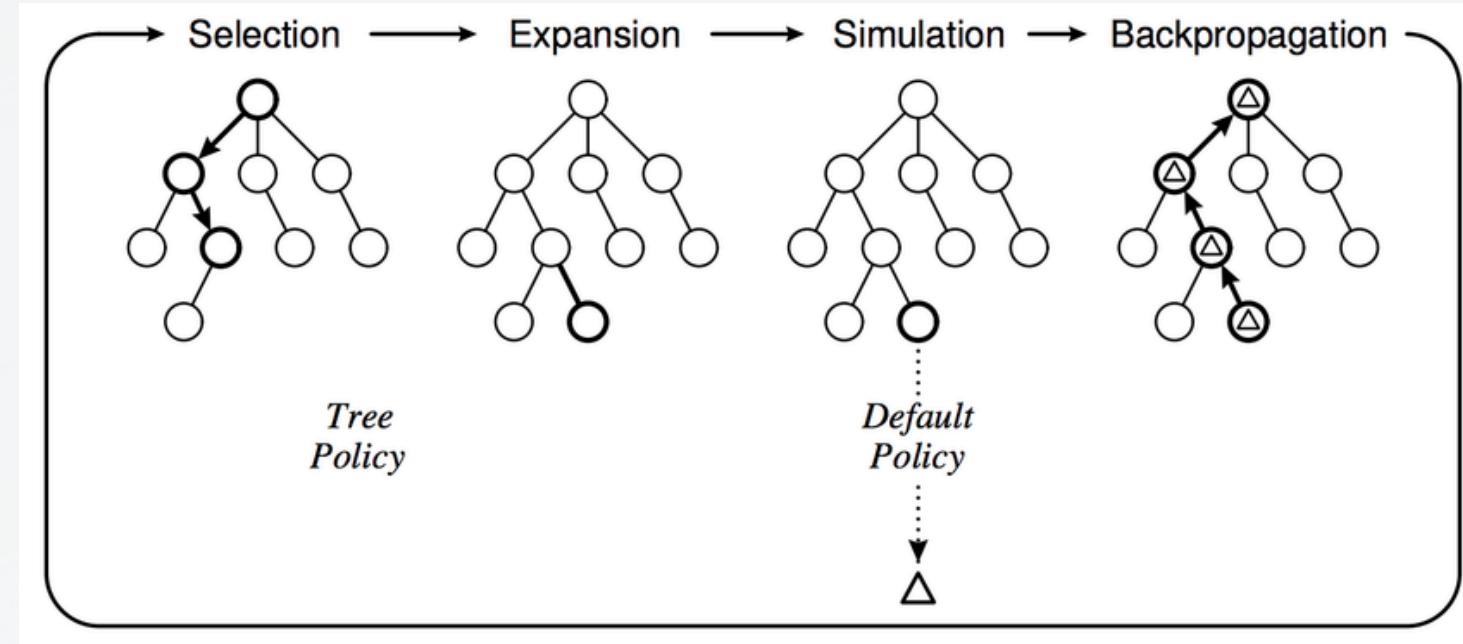


We can't put walls across or within other walls, and can't put walls such that they completely block a way to reach the goal.

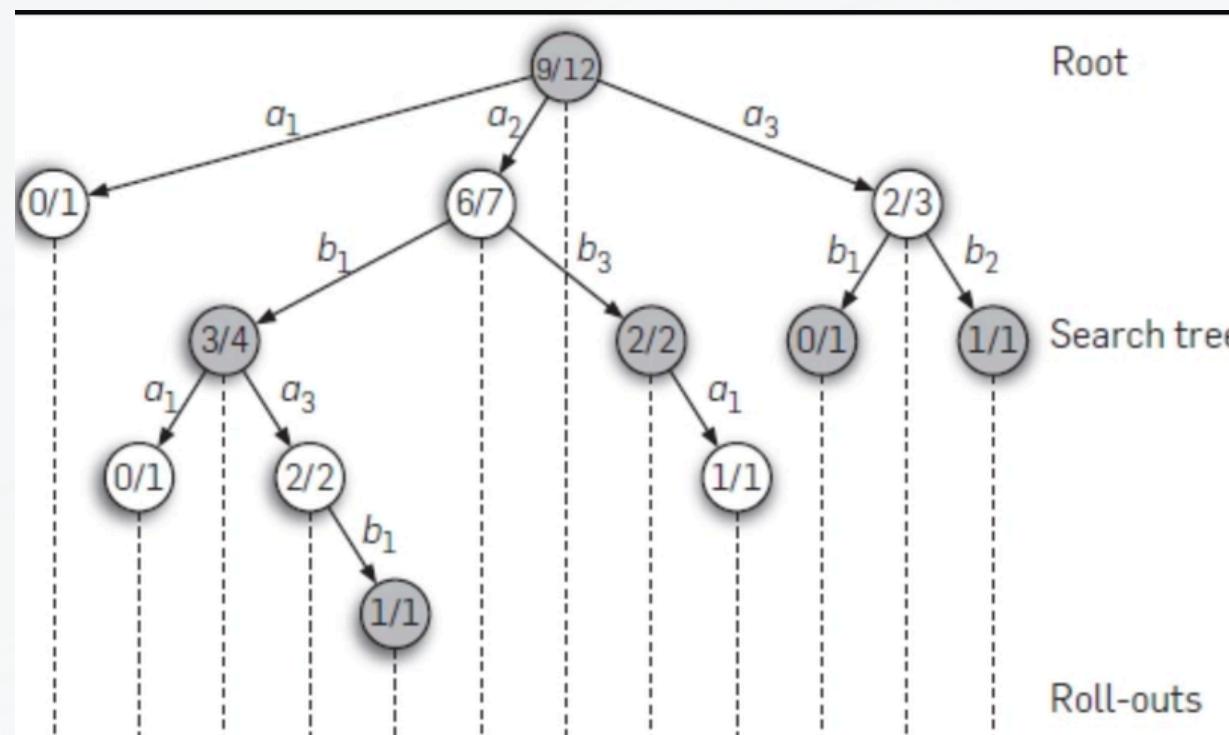


# SOLUTIONS

MCTS



ALPHA-ZERO

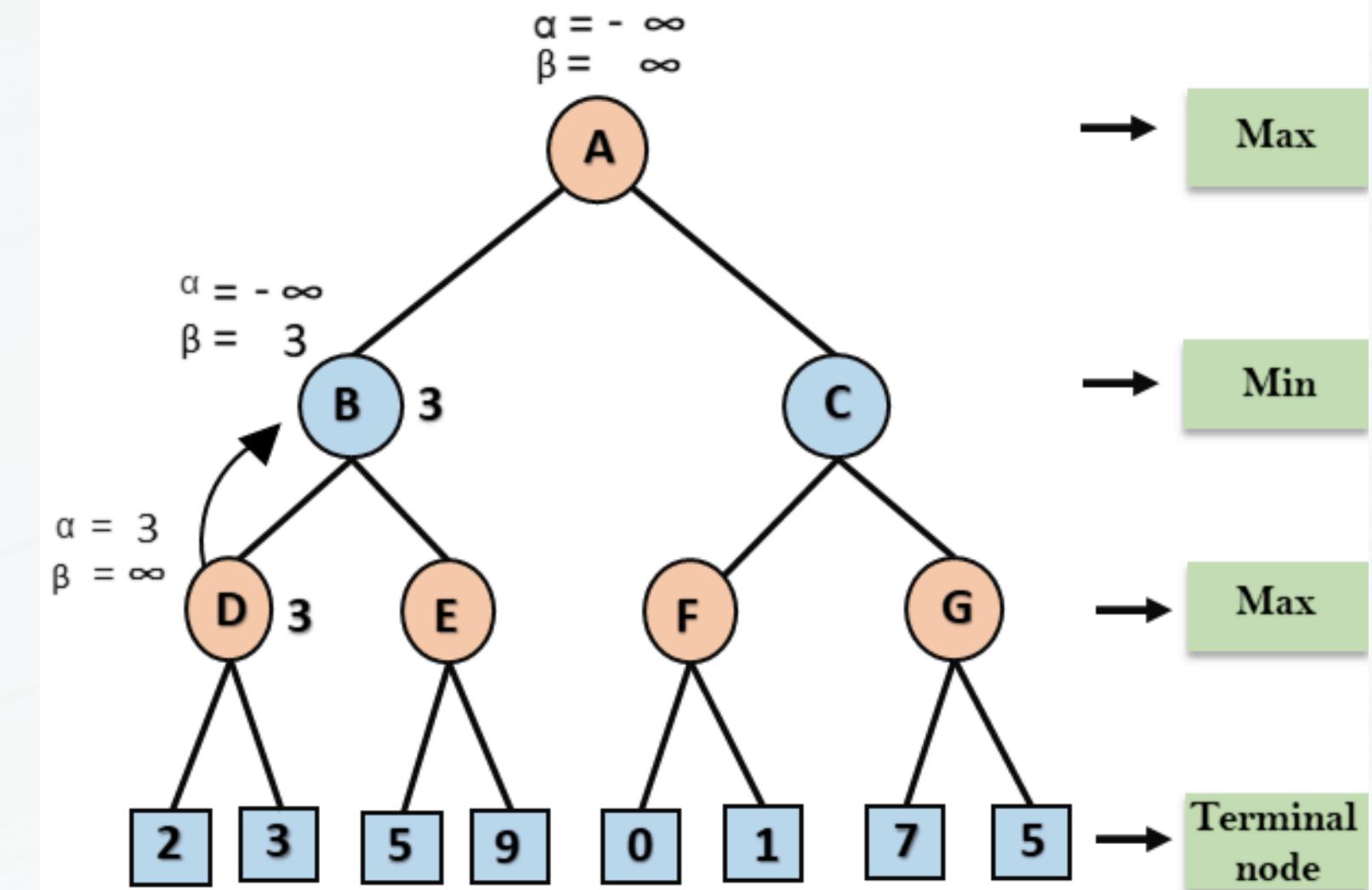


# MINI-MAX WITH ALPHA-BETA PRUNING

COST-EFFICIENT

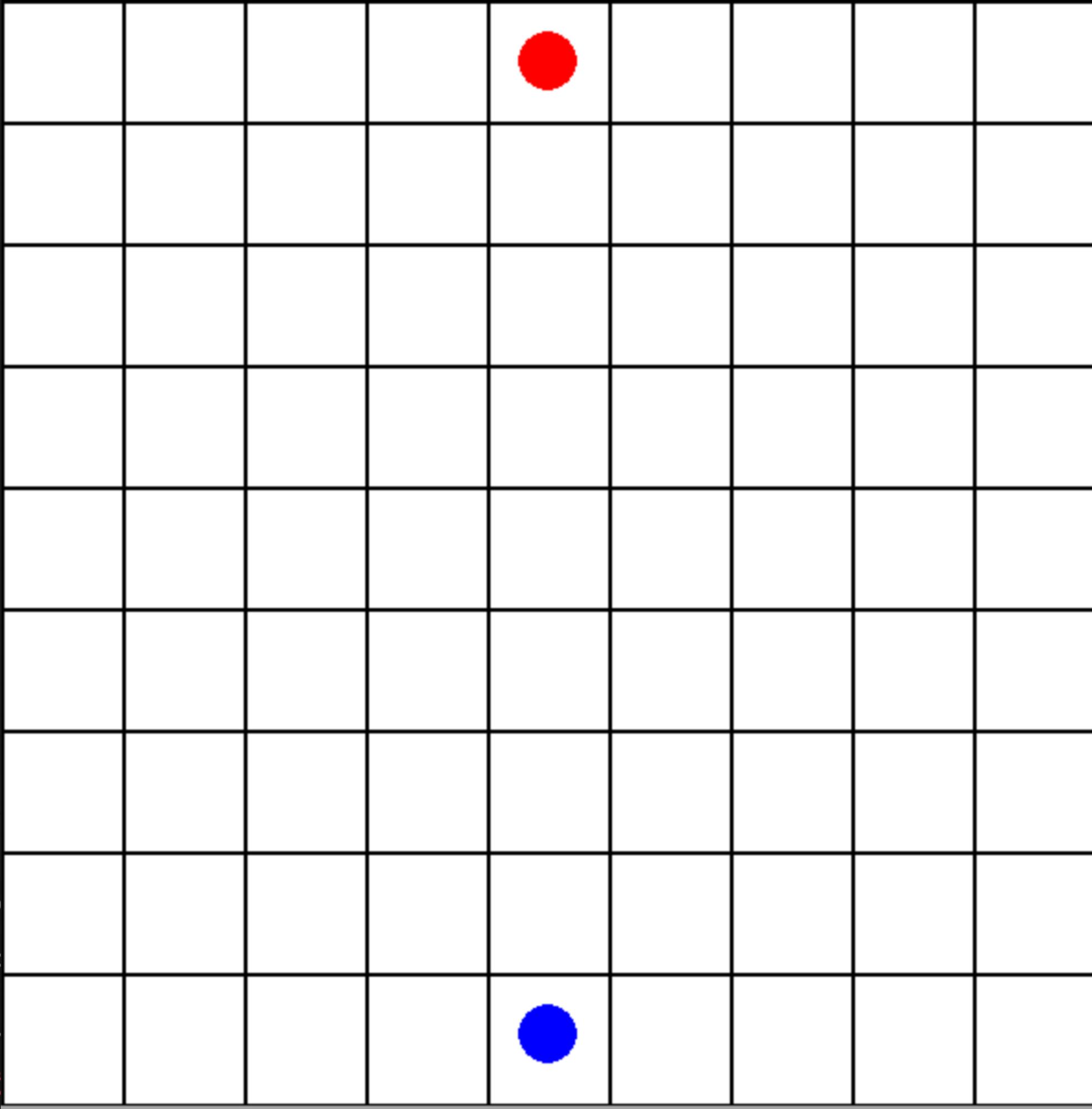
SHORTEST PATH TO THE GOAL

EASY IMPLEMENTATION





# **HOW WE CREATED THE GAME?**



User Walls: 10

Bot Walls: 10

**THANKS FOR  
ATTENTION**

