

# COEN 166 Artificial Intelligence

## Lab Assignment #4: Sample Submission

Name:

ID:

### Task: Minimax Agent

# paste your code:

```
class MinimaxAgent(MultiAgentSearchAgent):
    def getAction(self, gameState):
        ...
        # inside the getAction function, you will define the following two functions:
        def maxValue_fun(state, PlayerIndex, other arguments if needed):
            ...

        def minValue_fun(state, PlayerIndex, other arguments if needed):
            ...

        # commands in the getAction function will call the maxValue_fun function, which
        # will then return the best action for the root node
        ...
```

**Comment:** explain how you modified/developed the above function/code...

Hint: you may highlight the main code snippets and explain what each of them does.

### Function 2

# paste your code (any other function that you defined or modified):

```
def function_name(arguments):
```

```
    ...
```

**Comment:** explain how you modified/developed the above function/code...

```
    ...
```

### **Function 3**

...

### **Comment:**

...

### **Lab 4 Contributions of each group member (in percentage):**

...