Reflection for Connect 4 Project

First of all, connect 4 project was an awesome experience for me because I learned how an AI works since the algorithm for connect 4 AI is relatively the same as other board game AIs, which is an entirely new concept to me. I learned how minimax method works and had a chance to explore and brainstorm the concept of an evaluation method for connect 4.

Personally, I implemented minimax algorithm really well and the method successfully worked as what I wanted. I had a hard time understanding what the logic is behind minimax even though Mr. Wang taught it in details. I did massive research on what minimax does and why it is a part of AI. I learned a lot of new concepts through exploration and got a general understanding on my own.

One thing I did not do very successfully is the evaluation method linked to minimax. At first I had no idea what an evaluation method is and I finally had a direction of what I want the evaluation method to do based on all the resources I encountered during researching. However, going through the tournament, I found a lot of flaws in my evaluation method and I did not know how to tweak it. Even though I changed a few things that I thought they caused the problems but apparently it had no effect on fixing the evaluation method. Next time I will take my time to learn the strategies of how to evaluate gamestates and all the function I need for evaluating.