Tablut Presentation

December 16, 2019,

Team: FailureState

Strategy

MiniMax

+

• Alpha Beta Pruning

White player - heuristics

- + isTheKingOnEscapeArea()
- + playerCannotMoveAnyPawn(BLACK)
- + getDistanceFromKingToClosestEscapeArea()
- getNumberOf(WHITE)
- + getDistanceFromKingToAllBlacks()
- getNumberCloseToTheKingOf(WHITE)

- isTheKingInTheThrone()
- getNumberCloseToTheKingOf(BLACK)
- getNumberOfCampsCloseToKing()
- getNumberOf(BLACK)
- hasBlackWon()

Black player - heuristics

- + hasBlackWon()
- + playerCannotMoveAnyPawn(WHITE)
- + getNumberCloseToTheKingOf(BLACK)
- + getNumberOf(BLACK)
- + getNumberOfCampsCloseToKing()

- getDistanceFromKingToAllBlacks()
- getNumberOf(WHITE)
- getDistanceFromKingToClosestEscapeArea()
- isTheKingOnEscapeArea()

depth == 1

depth == 3

depth == 5

