Artificial Intelligence
Othello Puzzle Contest

Goal Write an agent to play Othello against another agent.

Due Monday, October 19 at 5pm.

Performance You agent's performance will be judged by how well it performs against reference agents. You will also see how your

Learning Outcomes There will be several learning outcomes that can be demonstrated in either your agent or your write-up.

Files All of the files can be found in your repository on git.cs.slu.edu and on the Canvas site.

Your module Save you module in the file `NAME.py` where name is your hopper username (all lower case). The you should name your solver class NAME which should be a child class of `Player`. You need to implement the function `findMove`. There are several example agents that you can examine. You should base your agent on the on in `AlphaBeta.py`.

Running the program Using Python run `Play.py`. You can enter the name of the agents you want to have play the game and the timelimit per move. You can also enter `Human` to play against one of the agents. You also have the option to visualize using graphics, but everything you need will be displayed in text.

Replaying a game You can run `Replay.py` and enter a move sequence to replay the game. You can also replay the games from the leaderboard by cut-and-pasting the move sequence at the bottom of the leaderboard.

Write-up To meet the various learning outcome you need to provide a write-up describing the different versions of your program, how you tested them and what you did to improve your performance.

Submitting You should make sure your properly name solution and make sure it is submitted to the directory `contests/othello` in your class git repo. It will automatically be run by the software for the leader board for you to see how it performs against reference implementations and your classmates.

Testing Try your solver against different agents and see how it performs on `https://cs.slu.edu/ letscher/ai/conte`