

AI (CED16)

CONNECT - 4 GAME

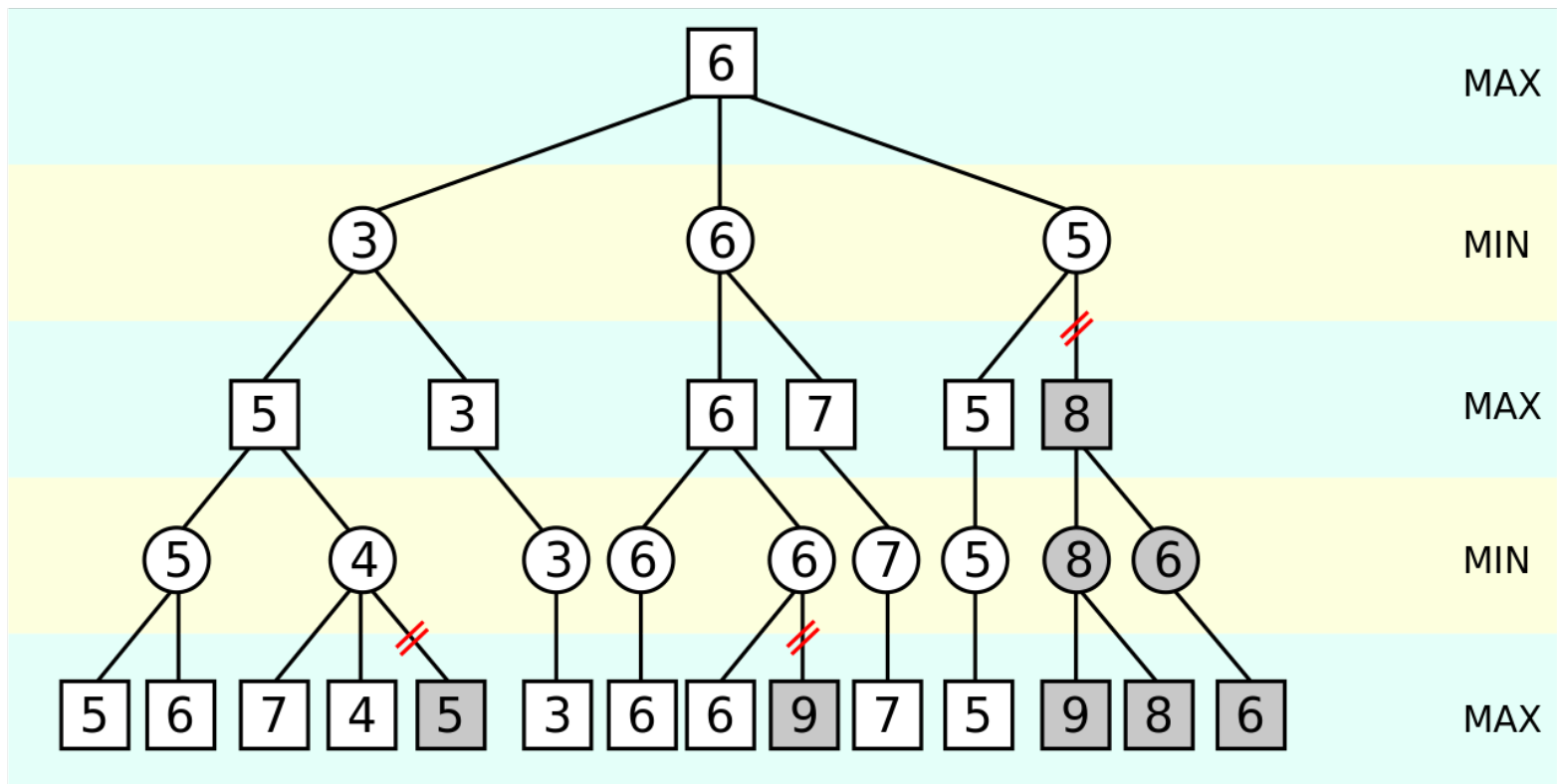
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About the game

- 2 player game
- First player is chosen randomly
- Objective is to connect 4 discs of the same colour

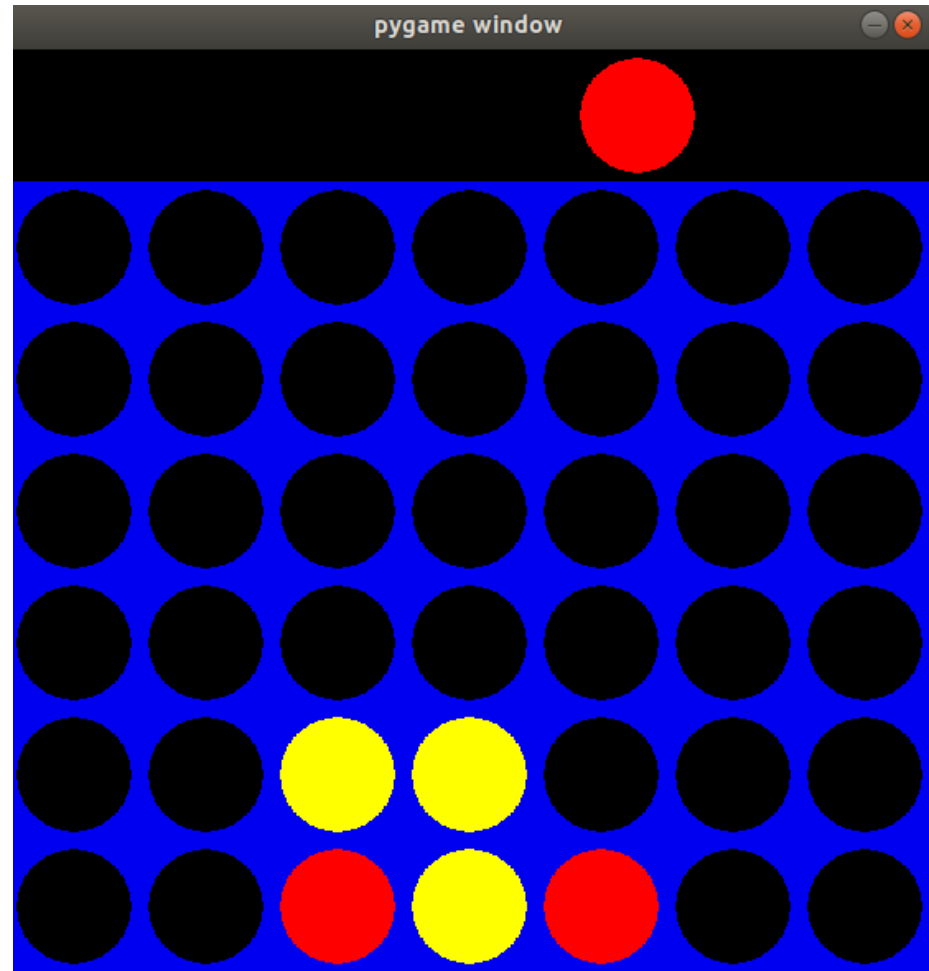
AI Techniques used

- Minimax
- Alpha – Beta Pruning



Technology Stack

- python3
- numpy
- pygame



Conclusion

- `ply_depth` is directly proportional to winning chances
- `ply_depth` is inversely proportional to time

Project Demo & Discussion