Report

- ❖ We played with the agent of Maximum difficulty (3200) of 25 level, as you can see in the video as well.
- ❖ The agent defeated our AI in 24 moves.
- ❖ We observed that our AI prefers defense over attack. It won't attack as much but it'll defense and try to save the pieces. It does attack if that attack plays very important role in increasing the chances of winning the game.
- ❖ It sacrifices its piece to get a better hold on the board and try to win but sometimes it does bad sacrifices as well (this is our observation by looking at the game, maybe that's not a bad sacrifice).
- ❖ It always opens with moves that helps in getting better hold at the center of the board.