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Assignment -2

Explanation of Evaluate Function in Red Blue Nim game

Red-Blue Nim game evaluation function gives a final score value to the game's current state according on how favorable it is to the computer player. With depth-limited MinMax function and alpha-beta pruning method, the evaluation function which is used is intended to be used here. This implementation will be used by the search algorithm to assess each potential move's score until picking the move with both the highest score.

States that win are highly weighted, while states that lose are heavily weighted in the reverse direction. The weighting of the variables makes it so that having more blue marbles is more desirable than having more red ones, and having more marbles left is preferable to having fewer marbles left.

The evaluation function uses these variables to generate a value for the game's present i.e current state.