

COL 701-Software Systems Laboratory

Assignment -2 Ludo Bot

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- The Bot Name: Ludo
- The AI technique that has been used in this project: The AI technique used in this bot is the **Min-Max game strategy** along with the local greedy search to find out the best possible move.
- How the game state is maintained: The game state has been maintained with the use of the array structure. An array contains position of the current player's tokens and one contains the position of opponent player's tokens. One array contains all the 72 positions on the board. With various strategy, the position is checked against the board and other player and then updated on the player's array. According to board array, graphics is also displayed.
- How to compile the code: Compiling of the file can be done by running the given command on the terminal,
 1. Set the folder where file is stored along with client and server
 2. Run the following command: "client/client <server ip> <port no> ludo.py < --noBoard>"