Implementation:

-calculates each possible move

-for each move, calculates quality of move

-shorter, more lines filled, flatter, less holes

-then calculates next piece’s best fit

-think rod cutting, but diff algorithm?

O(Rotations\*Positions)^2 🡪 O(4Columns)2

WHY THE HECK THE GENECTIC ALGORITHM STUFF?

\*\*Markov Decision Process not that great

Greedy not that great, faster

Depth-2 max lasts longer, runs slower

\*\*state-of-the-art:

Multi-thread AI, plays game in real time, can lose

(other one pauses to calculate, therefore can’t lose)