# Final Project: Smart Gomoku Agent

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## Abstract

This is abstract.

## 1 Introduction

This project is aimed to develop a smart agent for gomoku game.

## 2 Evaluation Function

## 3 Greedy Algorithm

## 4 Minimax Algorithm

### 4.1 Introduction to Minimax and $\alpha$-$\beta$ Prunning

### 4.2 Performance on Different Evaluation Functions

### 4.3 Speed Optimization

## 5 Monte Carlo Search

## 6 Round Robin for Agents

## Acknowledgments

The acknowledgments should go immediately before the references.

## A Supplemental Material