

King and Courtesans Competition 2024

Rules:

- For the competition, we use an 8x8 board for the game;
- a team comprises at most 3 people;
- the submission deadline is May 3, 2023, the competition will take place on May 6, 2023;
- the submission should be (preferably) provided as one file, whose name is formed by the family names of the team members, and it should be [uploaded at this link](#);
- a match consists of four games, where players alternatively play in the role of player X (the starting one) and player O;
- the file must contain a function of the form *playerStrategy (game,state)*, where
 - *game* is the Kind and Courtain game,
 - *state* is a board state,
 - the function returns a move, that is, a tuple of the form *(player, squareS, squareD, moveType)*, where *player* is either "X" or "O"; *squareS* and *squareD* are the starting square and the destination square, respectively; *moveType* can be "capturing", "nonCapturing", or "exchange". A square is encoded as a pair (*row, column*).
- as explained during the lesson (see the examples in this folder), each player runs as a thread and must provide the chosen move within 3 seconds;
- if something goes wrong, or the required move is not received within the prescribed timeout, a random move will be automatically chosen by the main program.