

Theory of Computer Games 2017 - Project 5 (Preview)

In the series of projects, you are required to develop AI programs that play *2584 Fibonacci*, a 2048-like game, which is similar to the one at [here](#).

Overview: Write an evil program.

1. Design an evil (a.k.a. environment) agent for selecting the position of new tile.
2. Implement the arena protocol and connect the agents to the *2584 Fibonacci* arena.
3. (Optional) Implement alpha-beta search or Monte-Carlo tree search.

Specification:

To be announced.

Methodology:

To be announced.

Submission:

To be announced.

Scoring Criteria:

To be announced.

Hints:

To be announced.