

RoadMap for My Connect 4 AI:

<https://en.wikipedia.org/wiki/Minimax>

https://en.wikipedia.org/wiki/Alpha%E2%80%93beta_pruning

First, Assigned Score for all decisions on Pieces Drop Location

In my case, I followed

<https://roadtolarissa.com/connect-4-ai-how-it-works/>

[#:~:text=Each%20time%20another%20layer%20of,given%20a%20score%20of%20%2D1000.](#)

Center Column have higher score. = 4

Every 3 continues connection move have score of 5(highest)

Every two continues connection move have score of 2(medium)

If Opponent 3 continues connection move, the AI will score -4

Second, Applied 5 layers depth of Minimax algorithm to calculate the best move.

Adopted Alpha-Beta Pruning to decrease the calculation volume.

Finally, there is no way you can beat My AI ;P