

01URROV — 2023/24

Computational Intelligence

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Quixo

- 2 players' game
- 25 cubes on a square
- 3 faces:
 - Neutral
 - X (first player)
 - O (second player)



Quixo

- Winning rules:
 - Line full of X/O
 - Horizontal, vertical or diagonal



Quixo

- Move
- 2 parts:
 - Select cube and turn it to X/O (your symbol)
 - Take cube and fill the empty line by pushing others



Quixo

- Selection rules:
 - Must live on perimeter
 - Must be your symbol or neutral
- Pushing rules:
 - Must not take cube and insert it in the hole



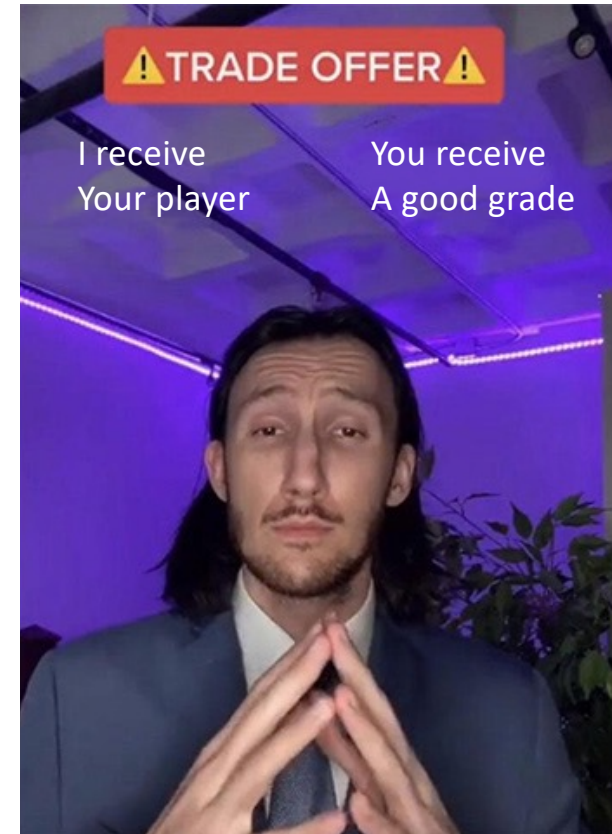
Quixo

- Code:
 - Neutral element is -1
 - Players are 0 (X) and 1 (O)
 - Move tried until valid inside game



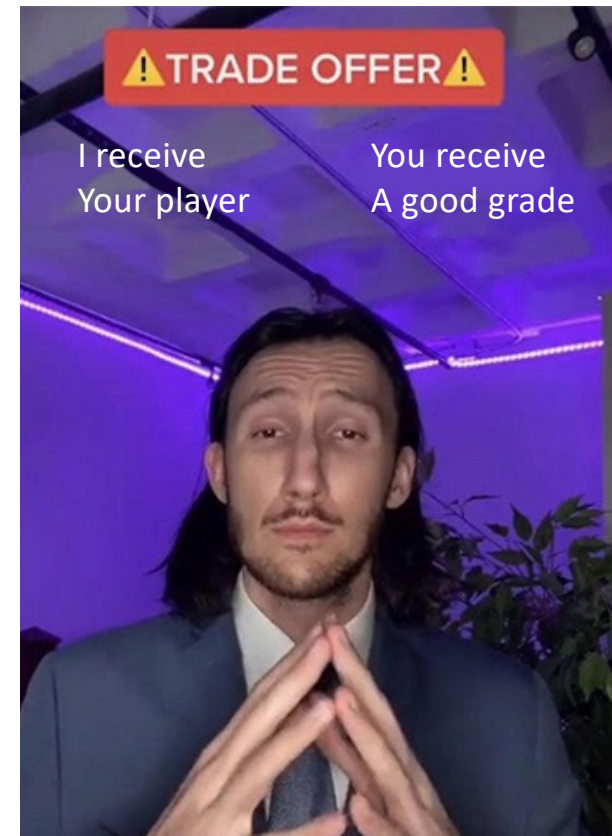
Your job

- On your repositories:
 - Modify main to include your player
 - Subclass Player class
 - Create your own make_move inside your player(s)
 - **Have fun!**
 - Strategy is your own



Your job

- Submission: 7 days before exam





RandomPlayer

My ES agent