



A.I PRESENTATION

BY:

AAFIA & MARDIYAH



CONNECT 4

- It is also called “Four-in-a-Row” and “Plot Four.”
- Two players play this game on an upright board with six rows and seven empty holes.
- Each player has an equal number of pieces (21) initially to drop one at a time from the top of the board.
- Then, they will take turns to play and whoever makes a straight line either vertically, horizontally, or diagonally wins.
- Due to the nature of gravity, the pieces will always fill in the baseline of the board, eventually building up to all seven rows.

DESIGNING CONNECT 4

**BASIC STRUCTURE
AND GAME DESIGN**



**CHECKING FOR
WINNING MOVE**

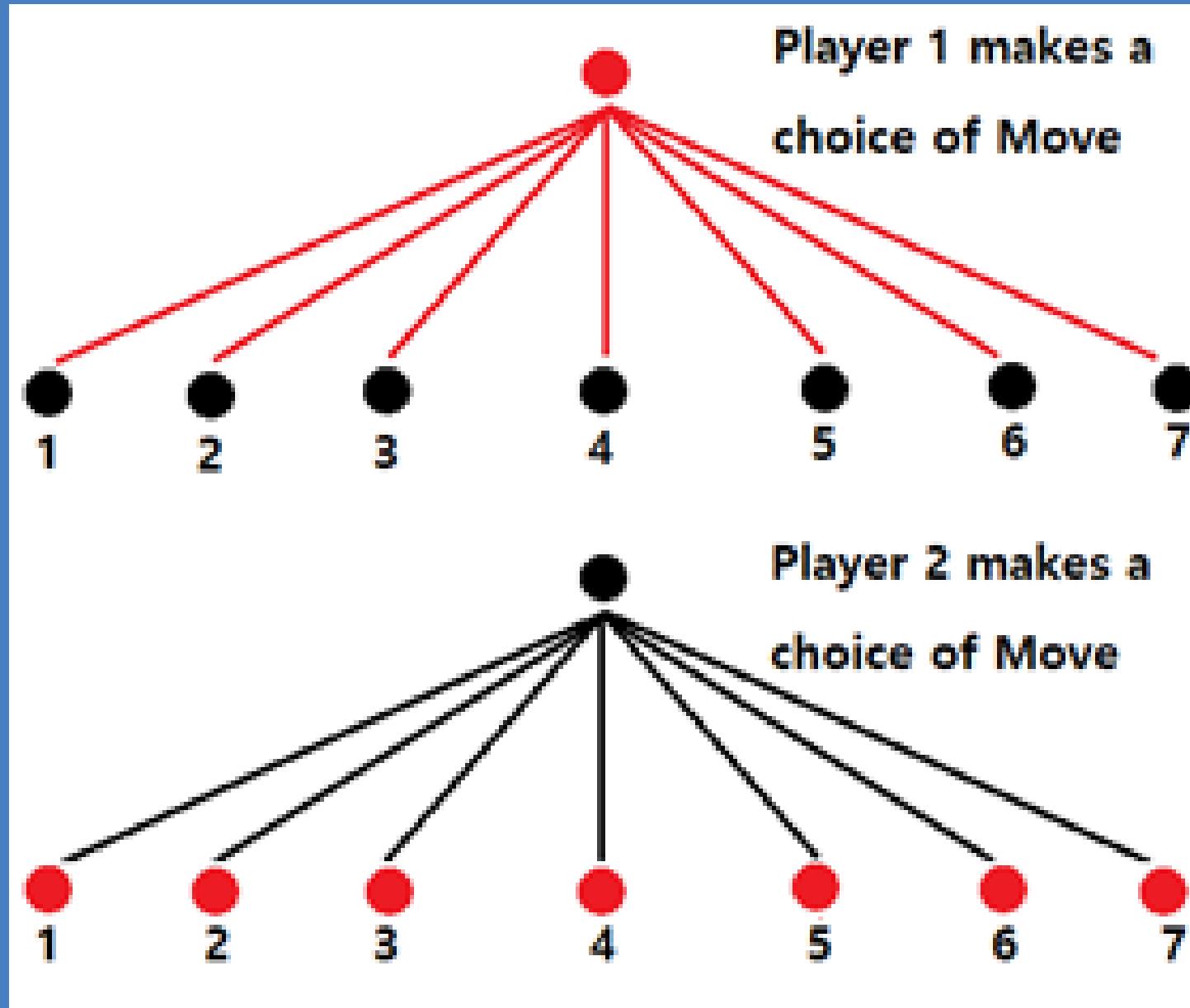


**MINIMAX ALGORITHM
FOR AI**



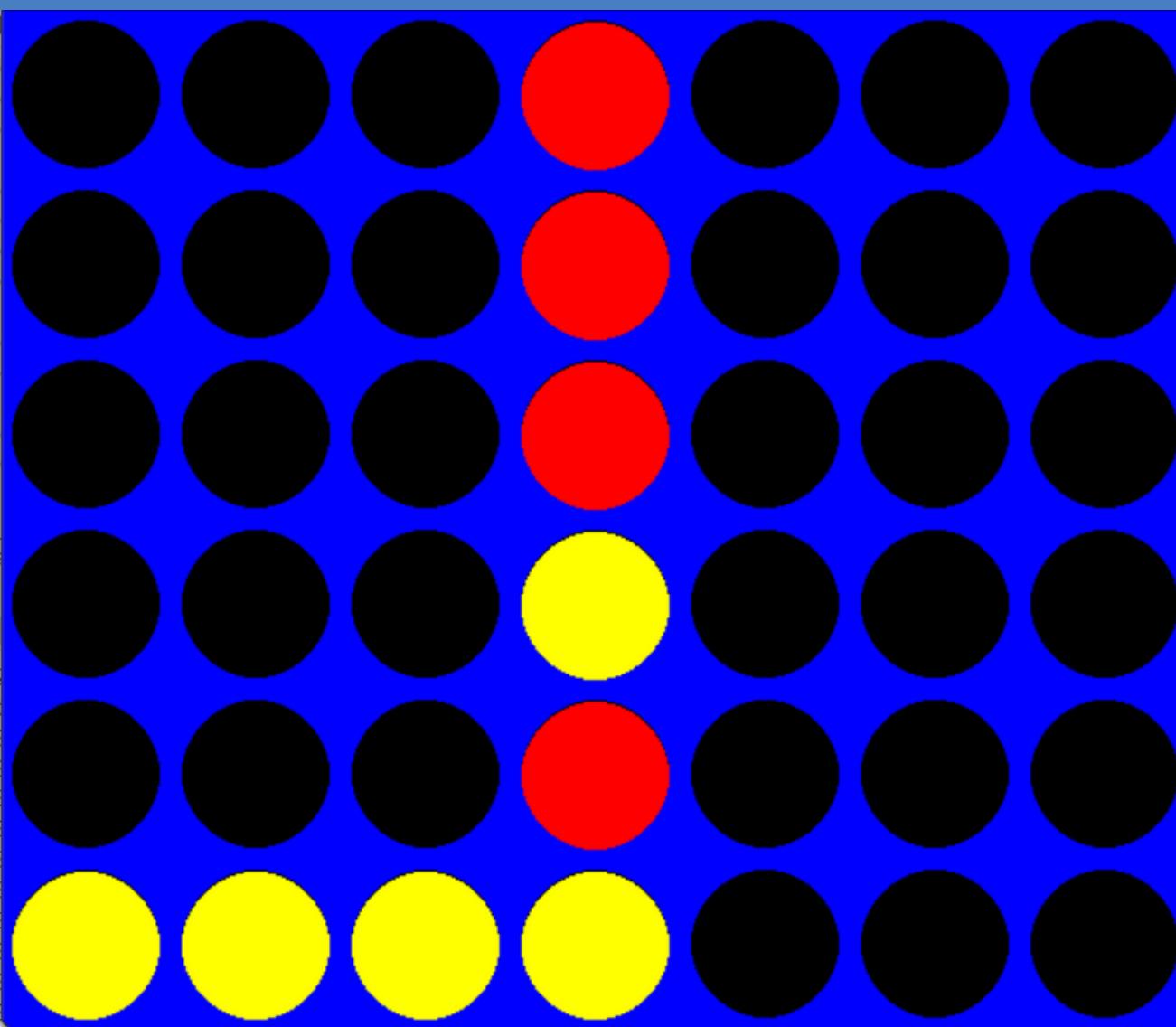
**GAME BOARD
DESIGNING USING
PYGAME LIBRARY**

DECISION TREE IN CONNECT 4

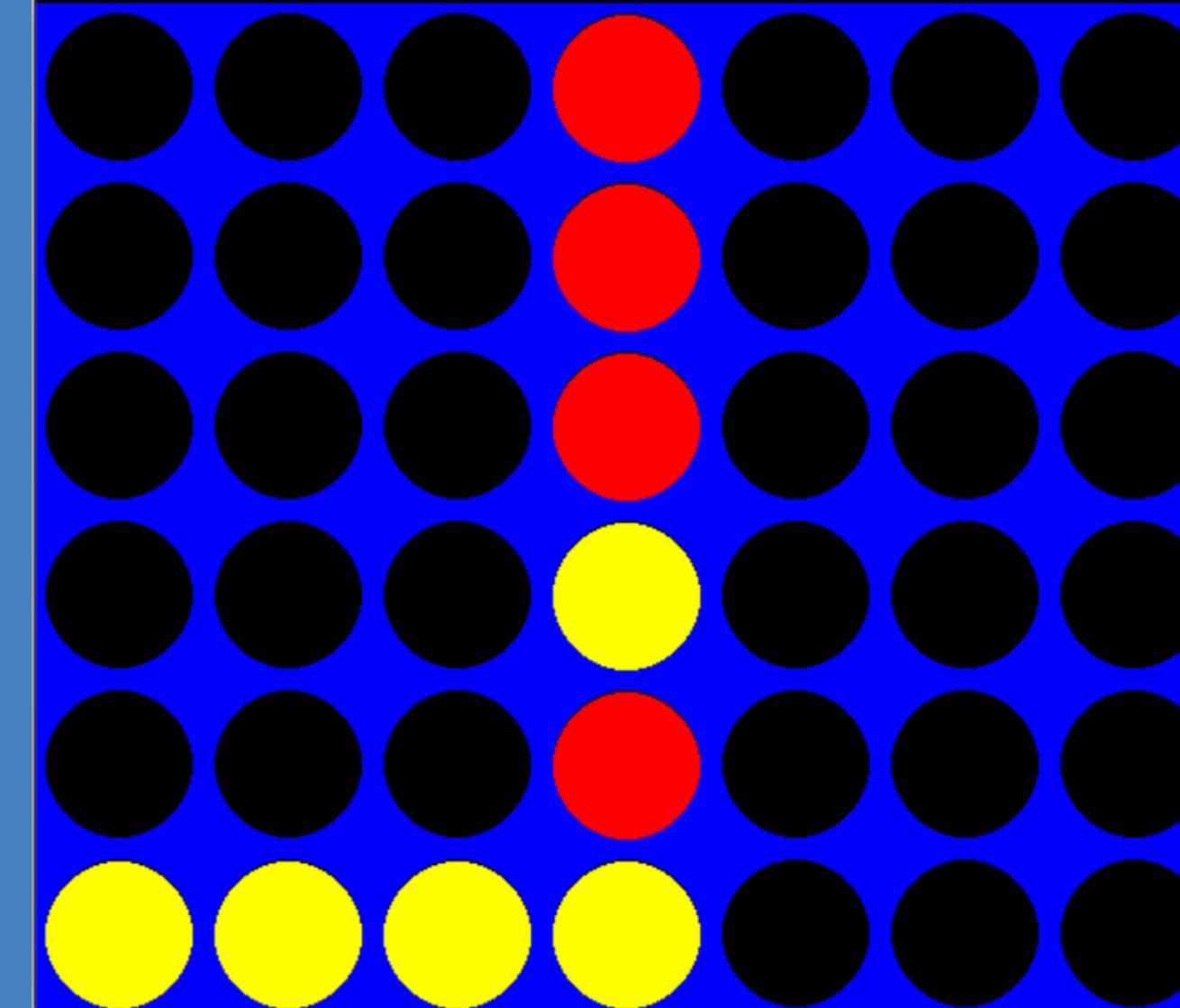


Possible moves for each iteration of the Connect Four game shown in the decision tree

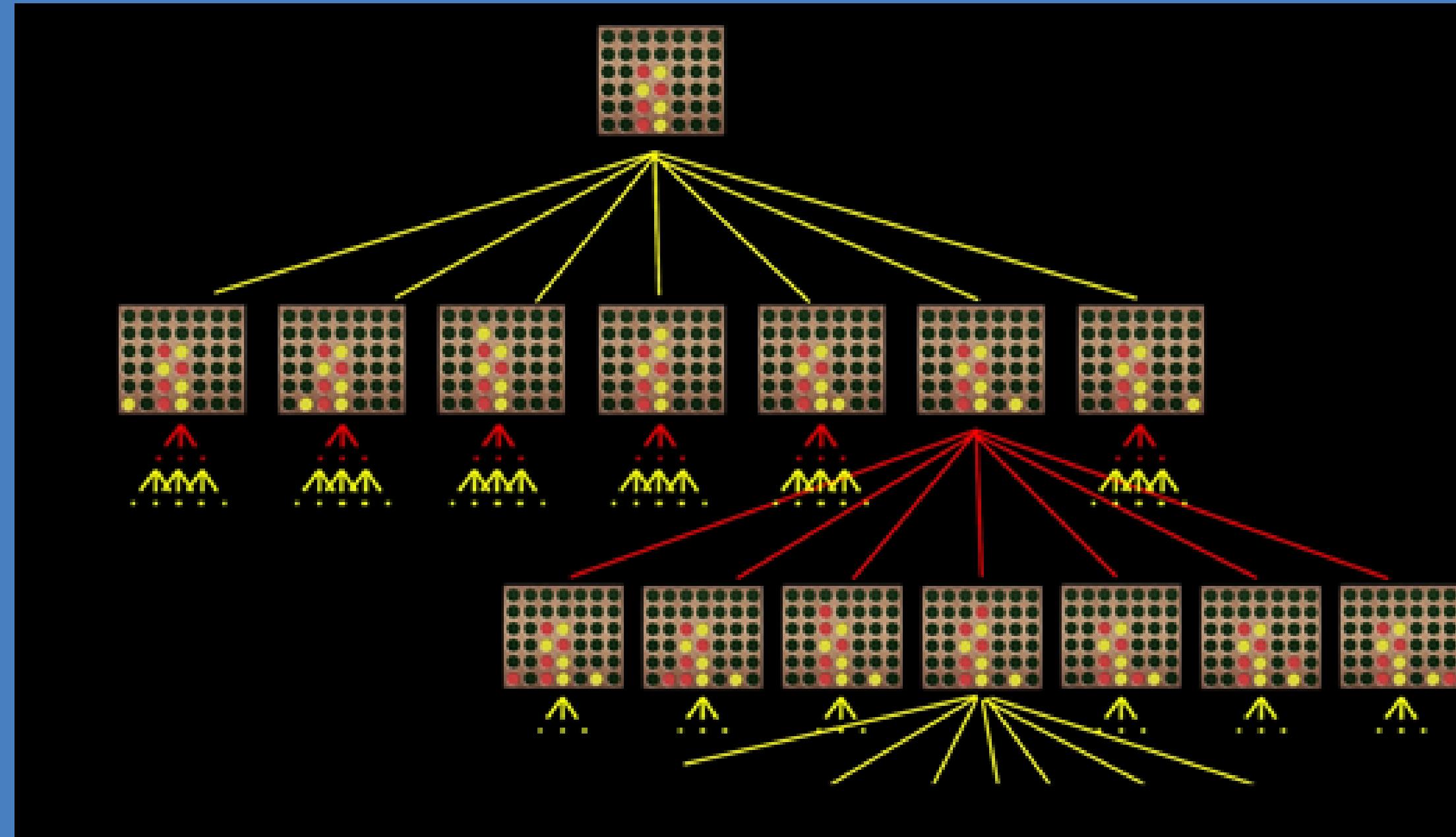
DECISION TREE IN CONNECT 4



Player 2 wins!

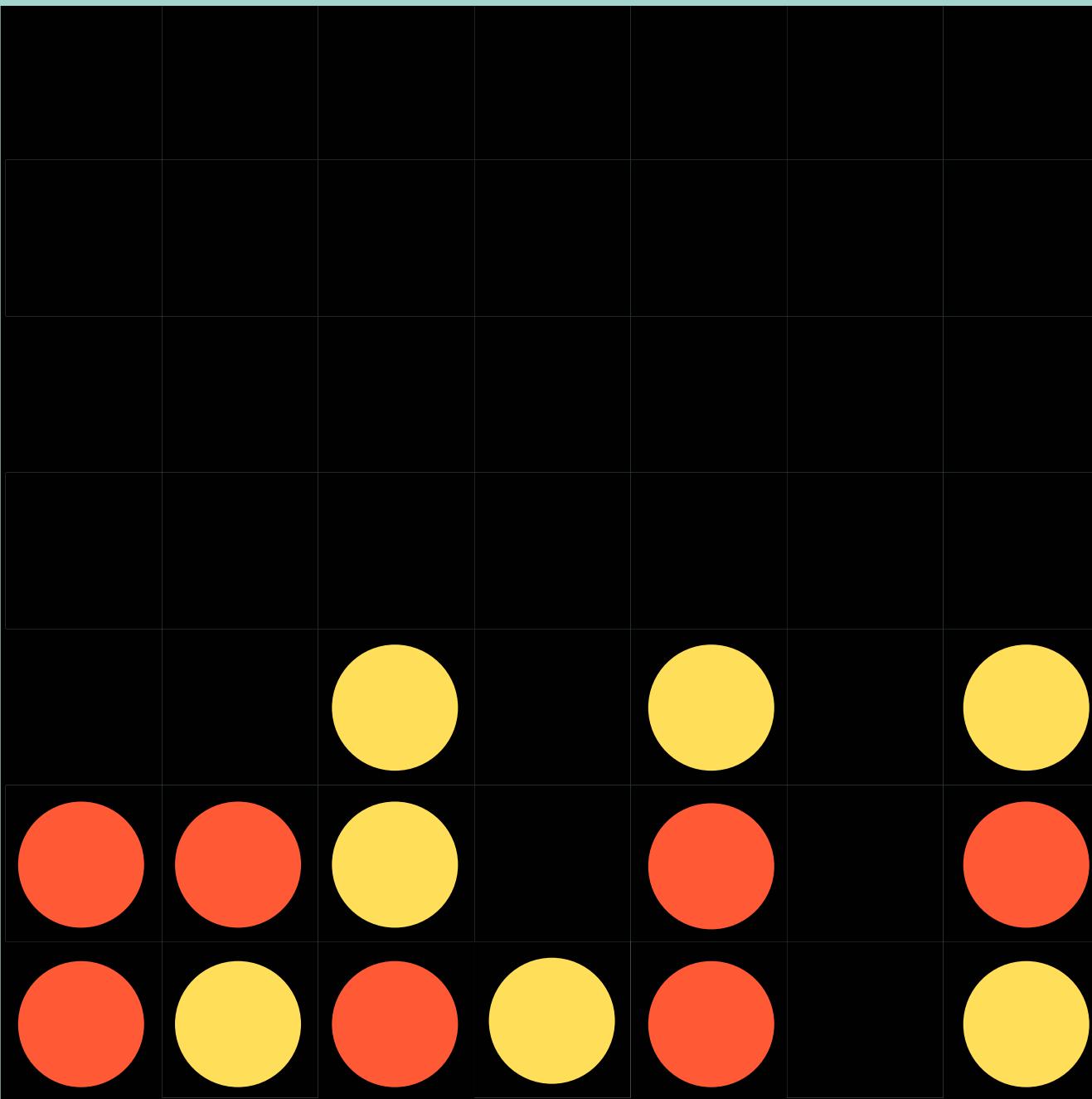


MINIMAX ALGO IN CONNECT 4



Decision tree of Connect Four possible moves

LET'S PLAY CONNECT4



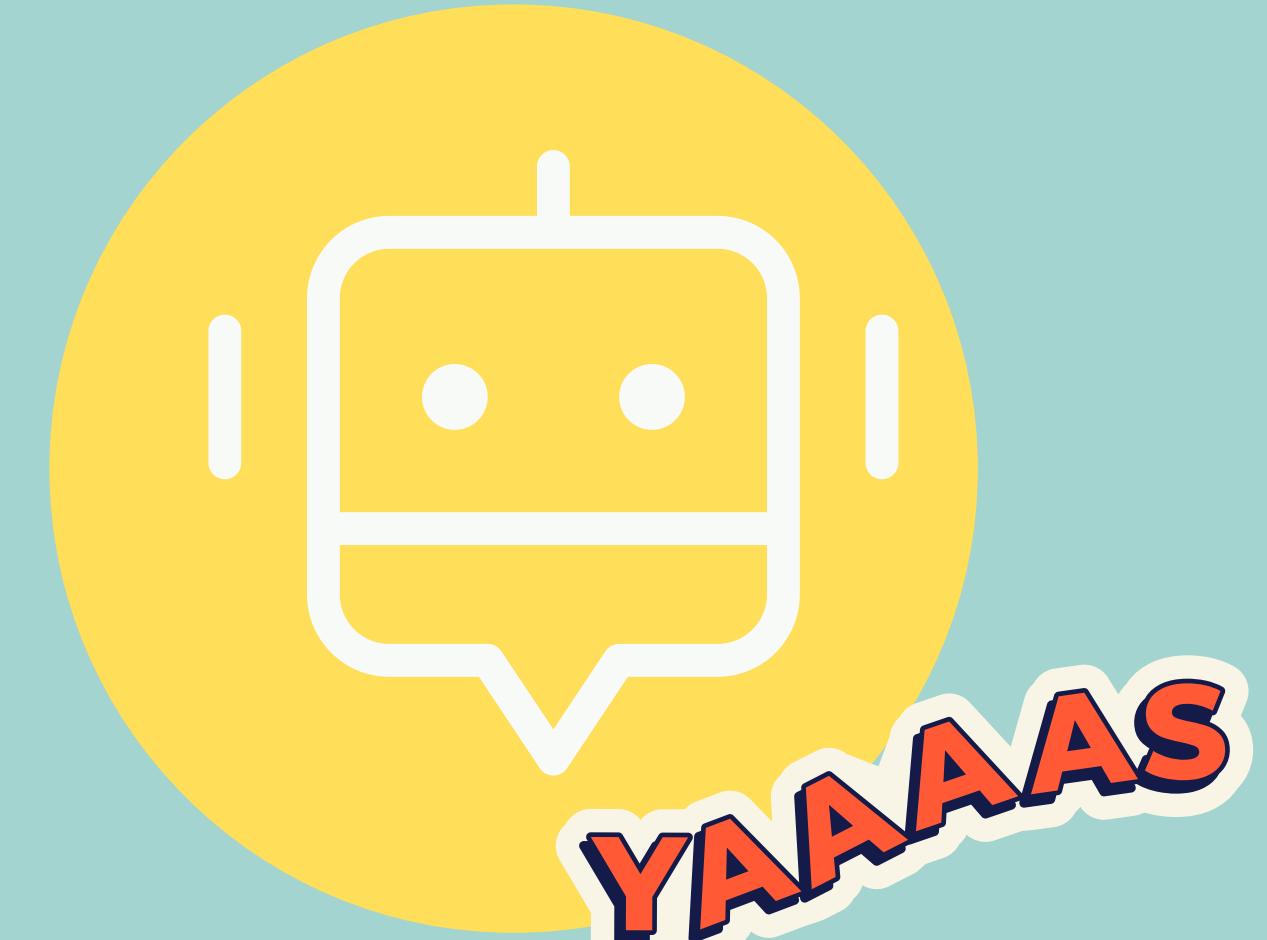
**LET'S
PLAY
CONNECT4**

SCORE BOARD



HUMAN

0 - 3

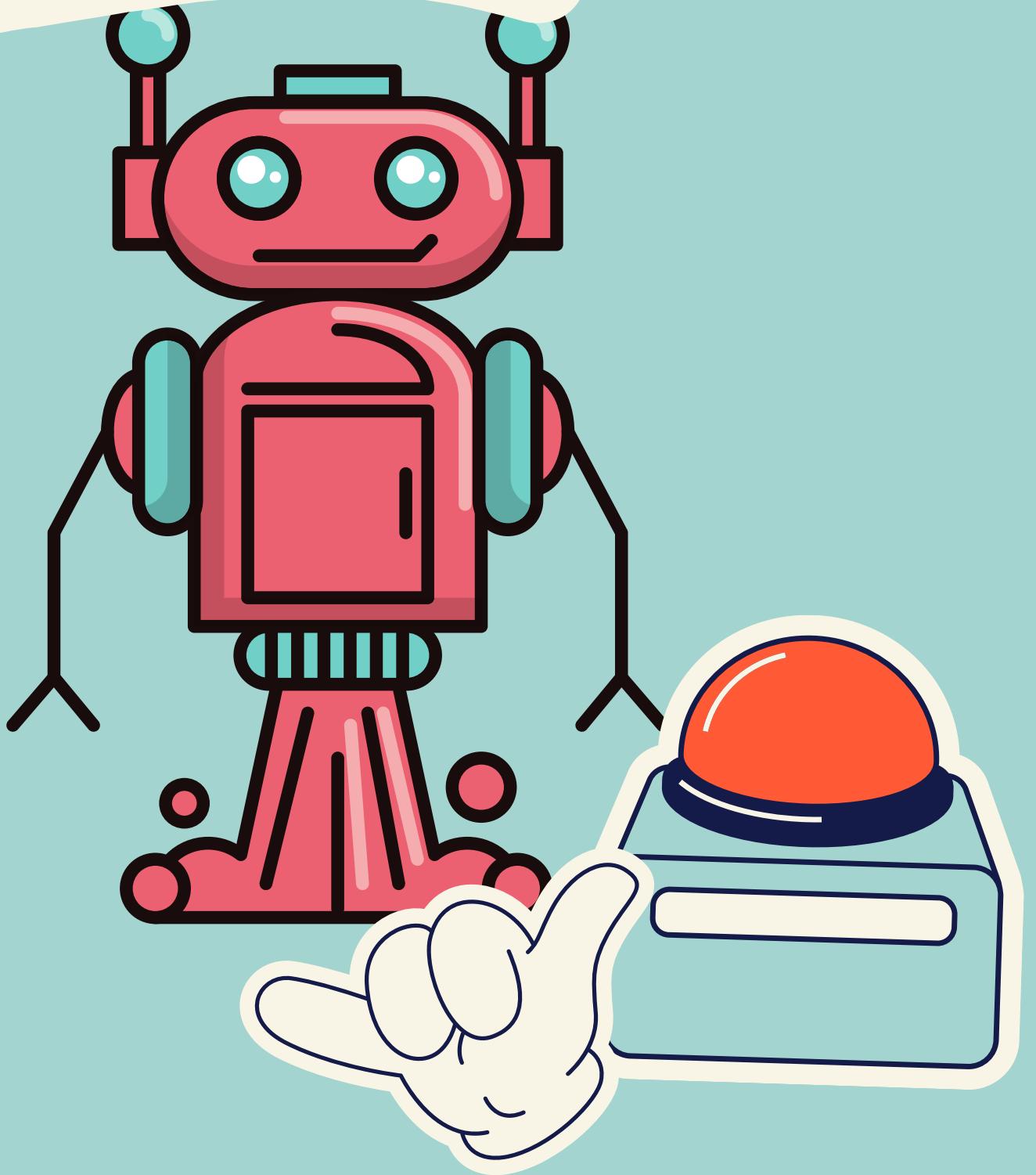


A.I.

**AND THE
WINNER IS...
A.I**



CONGRATS!!



**THANK YOU
FOR PLAYING!**

