

## ASSIGNMENT 2

### Practical Application of Adversarial State Space Search

You have to implement the game “Othello” as part of an application for adversarial state-space search. Specifically, you will use the min-max search technique as part of the search strategy.

The board size can be 8\*8. You (i.e. your program) will play against a human. The player makes the first move. The computer will be black and will be at the max-level.

Simple text based interface is also acceptable. However, you can make a simple graphical interface for this game.

The game must have 2 difficulty levels: Easy and Hard. In easy level the depth is set to 1. That is the computer does not generate the moves of the opponent.

In hard level the depth can be  $\geq 3$ .

**Evaluation function:** You may use the evaluation function discussed in class, but you can come up with a one on your own.  $e(p) = \text{number of black balls} - \text{number of white balls}$ .

Submit at Xeon before 3:00PM, Thursday 5 March 2020. You can implement this using any programming language.