Write up

Team Name: SyntaxError
Team Members: Andre Vourakis
Date: October 23, 2016

Overview
This version of SyntaxErrorAI uses the minimax search algorithm along with a depth cut-off and an evaluation function. It is capable of playing against a human or another AI in any size board and for any value of K.

Minimax
This minimax search algorithm can generate different gamestates of the game and return the move with the "best" outcome.

Depth cut-off
The depth cut-off is a variable that keeps track of the depth of the minimax search. It can be adjusted to set any desired depth limit.

evaluation function
The current evaluation function assigns scores based on how close the current player is to connecting K pieces together.