Write up

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Overview
This version of SyntaxErrorAI uses the minimax search algorithm along with a depth cut-off, an evaluation function, and alpha-beta pruning. 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.

Alpha-beta pruning
It avoids searching game states that won't result in a good outcome.

IDS with Sorting
It uses Iterative Deepening Search and sorts the moves to generate the most pruning.