

NOTE BEFORE START:

1. In the folder, there is a 'KautzPlayer' folder. This is the default test class for our course. It just looks one head ahead - so it's the dummy test class.

LittleGreenMan is my group (of 2) name. So I would recommend using this AI/program.

2. The only thing that my group coded is everything in LittleGreenMan folder. The rest (the boards, and GM (e.g. java panel)) were given since it was an AI course, rather than a game-development course.

Just for a quick test-run:

(If you want to, you can make sure LittleGreenMan compiles.)

1. Go to terminal (or cmd) and navigate to OthelloProject Folder.
2. ENTER: ./ tournament gui LittleGreenMan LittleGreenMan 10 500 0

How to run:

1. ENTER: ./ tournament MODE BLACK_PIECE WHITE_PIECE DEPTH TIME_LIMIT_1 TIME_LIMIT2

MODE: can be either:

- (a) text ; which will print the moves on the terminal
- (b) gui ; which will use a java panel to show (this will have to be used if you are planning with the ai/program)

BLACK_PIECE and/or WHITE_PIECE: can be either:

- (a) -human ; which means you are going to input the moves (Also, MODE will have to be 'gui' for this to work.
- (b) <Directory of AI> ; in this case, you can use LittleGreenMan.

DEPTH: means how many steps ahead do you want to look.
This can be any int.

TIME_LIMIT_1: means how long (in milliseconds) each step can take.

* Note: TIME_LIMIT_1 > 0 will override DEPTH. It will go as deep (depth) as it can within the time limit.

* Note: if TIME_LIMIT_1 == 0, DEPTH will be used to determine how long it takes.
TIME_LIMIT_1 is hard-coded to a huge number.

TIME_LIMIT_2: is supposed to be how long the whole game should take. But the TA said to ignore this, so enter '0'.

* DEPTH, TIME_LIMIT_1, TIME_LIMIT_2 only limits the AI/program's decision. Human players can take forever to make a move.

Last Note:

So if you want to run against the AI, you can do this by ENTERING:

`./ tournament gui -human LittleGreenMan 5 0 0` [to play as black piece]

OR

`./ tournament gui LittleGreenMan -human 5 0 0` [to play as white piece]

You can also play LittleGreenMan against itself, or against KautzPlayer!