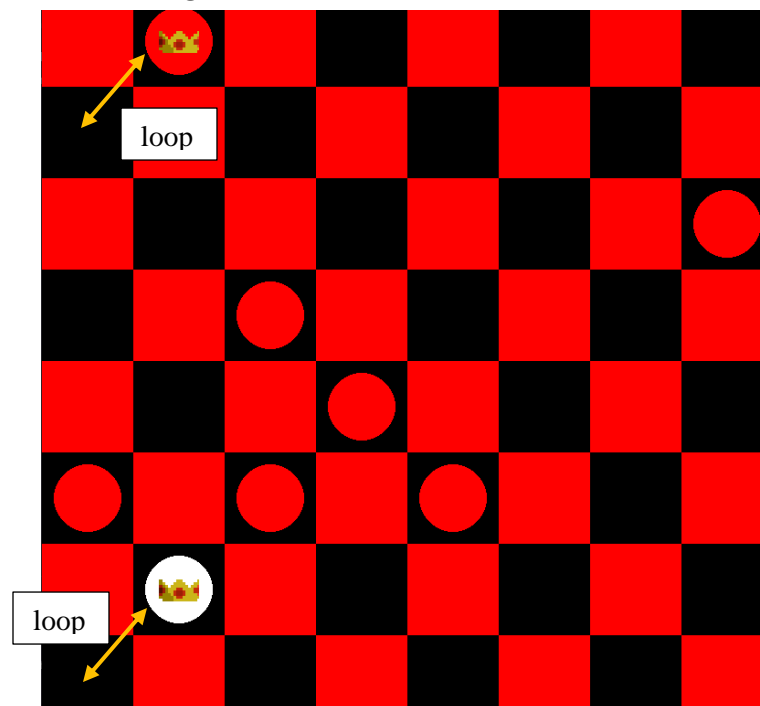


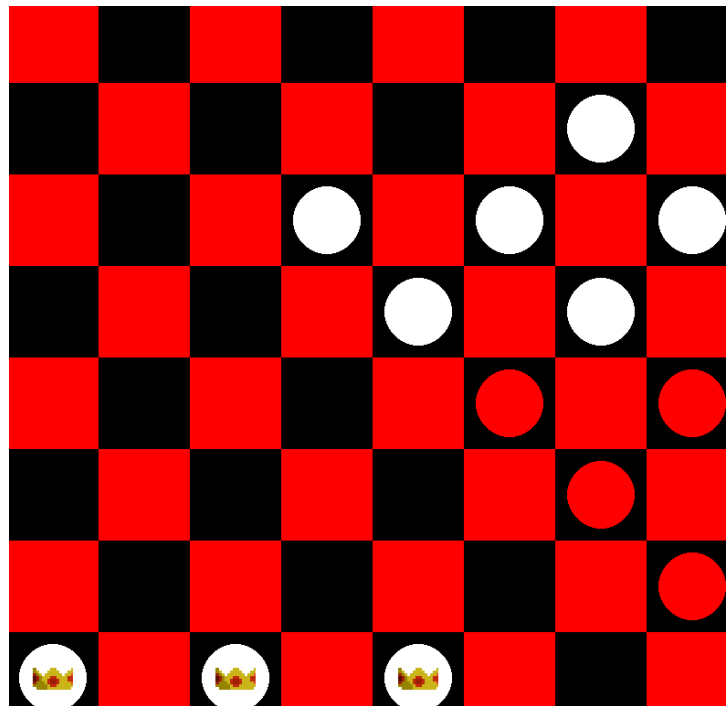
Borna Tavassoli 810198374

- Part 1. We installed the pygame library.
- Part 2. We completed the mentioned functions (getAllMoves and getValidMoves).
- Part 3. We use the definition already provided in the code (which takes into account both the number of pieces and number of kings). We then complete the minimax part.
- Part 4. Here is the following result for $WHITE - DEPTH = RED - DEPTH = 1$:



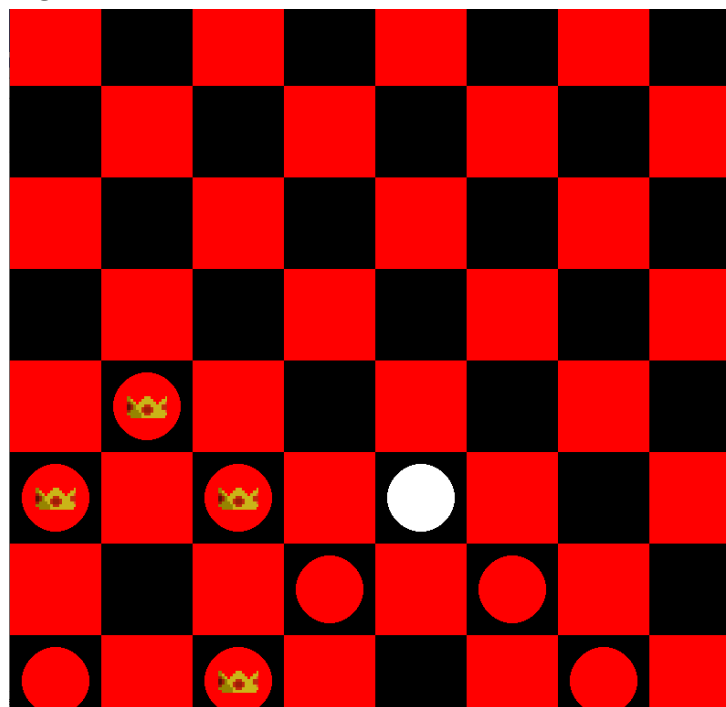
We can see that after a while we get stuck in a loop, that is because both opponents think it's best to keep their kings. Incidentally, red is the clear winner.

Part 5. Here is the following result for $WHITE - DEPTH = 5$ $RED - DEPTH = 2$:



As you can see red has no more moves so white is the winner.

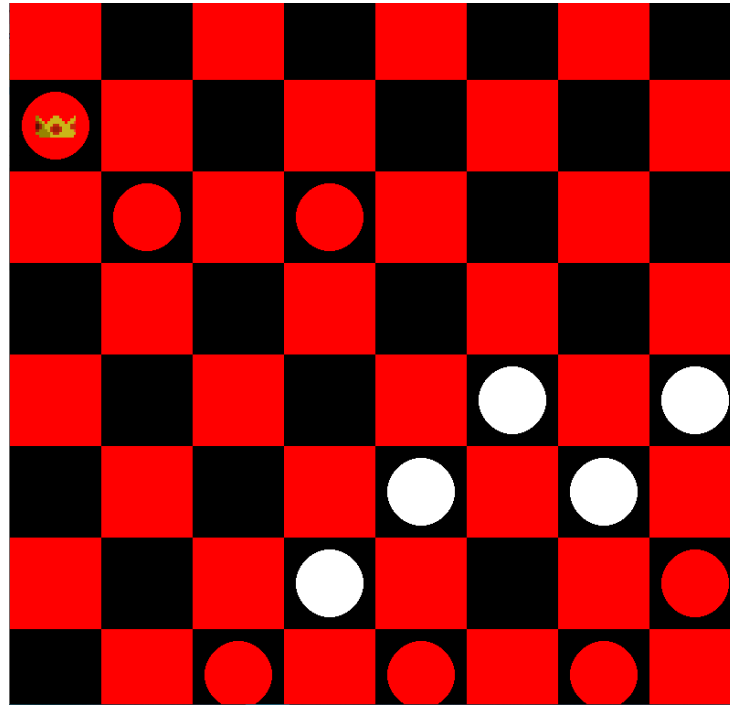
Here is the following result for $WHITE - DEPTH = 2$ $RED - DEPTH = 5$:



As you can see white has no more moves so red is the clear winner.

You can see that in both scenarios the player who had deeper depth has won the game; this is because, the A.I. simply calculated more outcomes.

Part 6. Here is the following result for $WHITE - DEPTH = 5$ $RED - DEPTH = 5$:



As you can see white will no longer move so red is the winner. Unlike the previous parts, this part takes a lot more time and the opponents are neck to neck until the near end.