Worcester Polytechnic Institute
Computer Science Program

ULTIMATE TIC-TAC-TOE
Tournament Submission

CS4341 - Introduction To Artificial Intelligence

Submitted By Team Walrus
Theo Coppola
Brianna Sahagian
Leona (Nhi) Nguyen

Date Submitted: October11, 2022
Date Completed: October 11, 2022
Course Instructor: Prof. Ruiz
Class Section: CS 4341 - A Term

Changes Since Initial Submission:

- We fixed a bug where if the opponent's move's j-value sent the AI to a board that was already won, the AI would reply that there were no possible moves. The AI now selects another available board.
- We fixed a bug where on linux, entering the path to the ref would always resolve to "This is not the path to ref." The AI no longer requires users to manually input the path to the referee directory, and assumes that the AI is already running in the referee folder.

Team Member Contributions:

Theo Coppola - Fixed the issue where users had to manually input the path to the referee by removing relevant methods and changing paths.

Leona Nguyen and Brianna Sahagian - Fixed the issue where an available board and legal move was not being selected after the opponent's move by specifying when exactly this situation would occur in our code, changing how boards were picked in this case, and creating tests.

How to Compile & Run Walrus AI

1) Place Walrus.jar inside of the directory that holds the referee files
2) Open a terminal inside that directory.
3) Enter "java -jar Walrus.jar" into the terminal
4) Now the program will start. No more user interaction is necessary. Do not touch the program.
5) End the program by typing "ctrl-c". End the program before ending the referee program, otherwise the referee will not properly clean its files.

Note: The program uses Java SDK 11