

# Design Document

**Name :- TricksterBot**

**AI Technique :-** Probabilistic Game State Evaluation

**About Game State :-**

We created a separate class (gameState) which maintains the game state. It has following members:-

- 1) Board[] :- It represents each square on the board. And each square stores the no. of pieces of each player on that particular square and if it is a star or not.
- 2) Pieces[2][4] :-It maintains the location of all pieces on the board (including opponent's pieces).
- 3) ColorMap :- It stores which player has which color.

**How to compile :-**

1. Clone the repository

```
git clone https://github.com/nichit/COP701-Assignment-2.git
```

2. Copy the files A2.jar and invoke.py to <A2\_data\_dir>/data/code/
3. Start the server

```
server/server <port>
```

4. Start the client with this command

```
client/client <host> <port> invoke.py
```

This will call the A2.jar in the same directory.