

Applied Artificial Intelligence (DV2557)

Assignment 2 – Kalaha

Submitted By:

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Grade Attempted - C grade

This submission is for the C grade of this assignment.

Implementation:

The submission is made in form of a zip file (Kalaha_C-Grade.zip) that has been exported from the NetBeans project.

The code is implemented in the “AIClient.java” (located in Kalaha/src/ai/).

The submitted code implements depth limited minimax algorithm with alpha beta pruning for the Kalaha game. The depth level is limited to 5 levels.