

## Hadron Competition 2023

### Rules:

- For the competition, we use a 9x9 board for the Hadron game;
- a team comprises at most 3 persons;
- the submission deadline is May 3, 2023, the competition will take place on May 5, 2023;
- the submission should be (preferably) provided as one file, whose name is formed by the family names of the team members;
- a match consists of four games, where players alternatively plays in the role of player X (the starting one) and of player O;
- the file must contain a function of the form *playerStrategy (conn,game,q)*, where
  - *conn* is a connection of the class *multiprocessing.Pipe*;
  - *game* is the Hadron game;
  - *q* is a queue of the class *multiprocessing.Queue*, used for logging and debugging purposes,
- as explained during the lesson (see the examples in this folder), each player runs as a separate process, it receives at each turn on the channel a pair (*number\_of\_move*, *state*), and must reply with a triple of the form (*number\_of\_move*, *state*, *move*) within 3 seconds, where *move* is the choice of the player for the turn identified by *number\_of\_move*, based on the received board *state*;
- each move has the form (*c,r*), where  $c \in [0,...,8]$  is the column number in the board and  $r \in [0,...,8]$  is the row number;
- if something goes wrong, or the required move is not received within the prescribed timeout, a random move will be automatically chosen by the main program.