

README Homework2 AI CS6364

Pratik Deshpande

Prd190001@utdallas.edu

Questions solved Problem 1-1 (Generate the game tree)

Problem 1-2 (Draw the game tree)

Problem 2(Killer move)

Problem 3(Expect minimax)

File **gameTree.py**

Run "**python3 gameTree.py**" to generate the game tree and it will print on the console

- It uses level order bfs using queue to generate the game tree in the method generateGameTree
- Method moveLeft, moveRight, moveUp, moveDown are the actions implemented in this problem and they return "Invalid" if the action doesn't apply to the given state or return new node if action applies
- Method saveToFile creates a json file and writes the tree to the file
- Method checkTerminalState checks whether the current state is a terminal state and updates the winner if the current state is a terminal state
- Method checkAndUpdateRepeatedState check whether the state is explored, if yes it updates the "Repeated" field in the state, else it pushes it in the exploredStates Set.
- All the nodes have a track of the level and their parent node number and their parent node state

[illegible]