

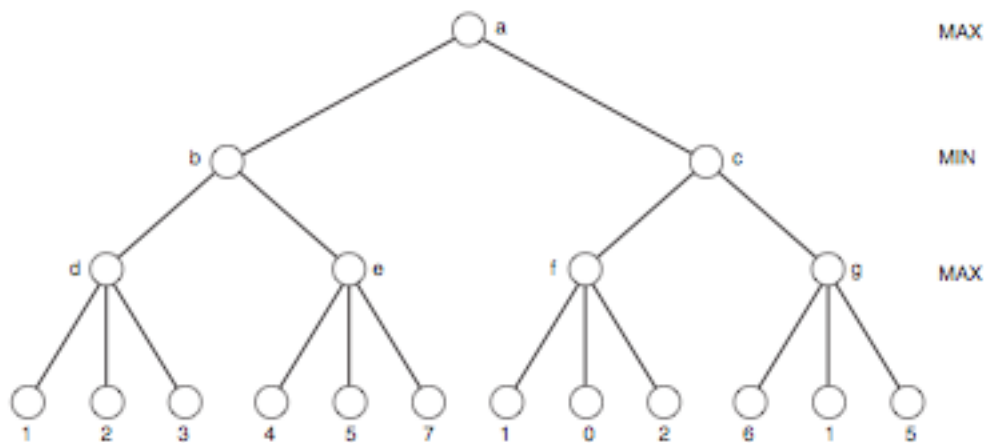
Adversarial search: Game

Problem 1:

Draw a game tree and apply minimax algorithm for the following 2-player game:

There are 5 cards on the table. Each person takes between 1-3 cards at their turn. Who ever take the last card is the winner.

Problem 2:



- a) Apply minimax algorithm for the given game tree
- b) Show step by step how alpha-beta pruning works.

Problem 3:

When applying minimax, what the result would be for Max if Min does not choose optimal moves?