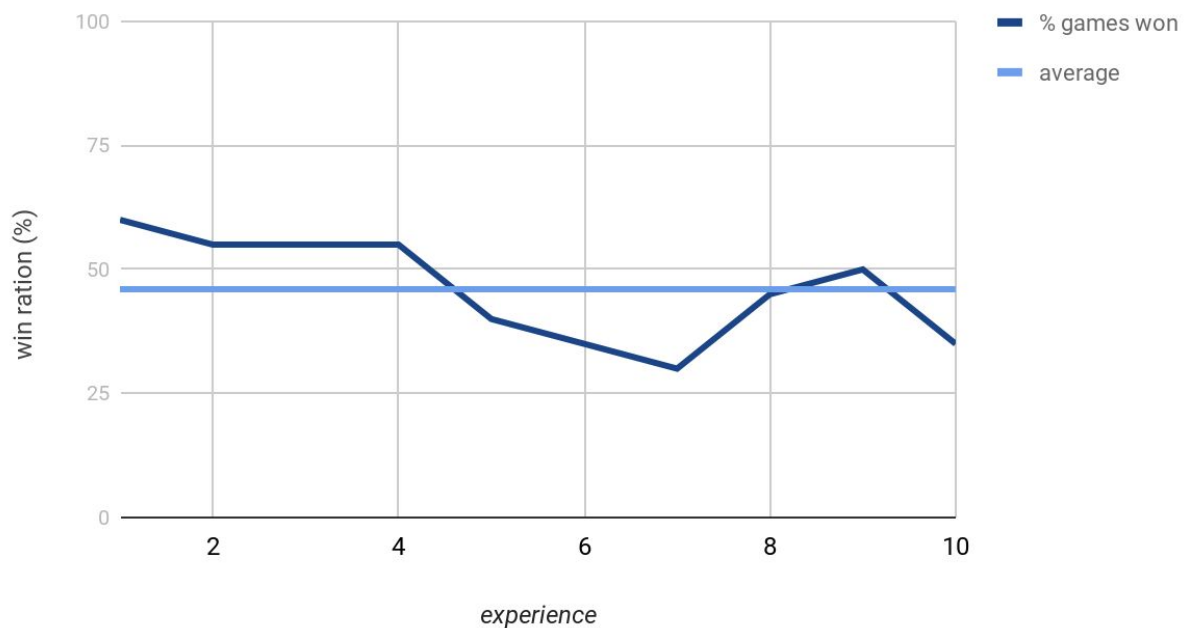


# Project report: Build a game playing agent

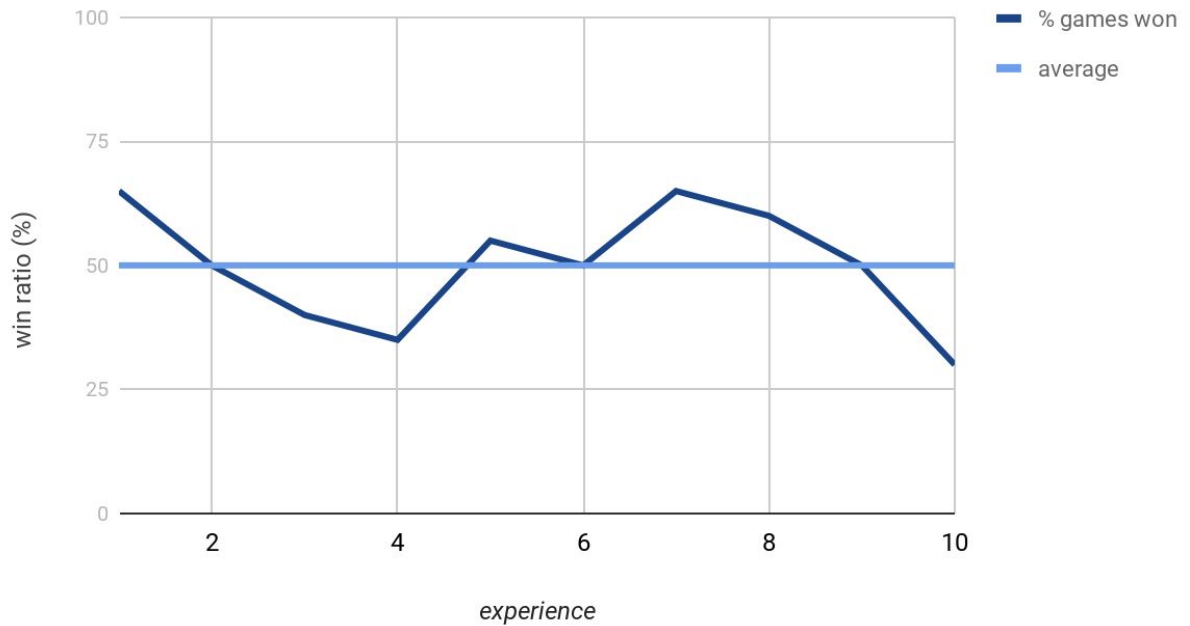
## Questions/Answers:

- **Q:** Choose a baseline search algorithm for comparison. How much performance does your agent show compared to the baseline?
- **A:** The baseline that I've chosen is minimax algorithm

## MCTS performance with 50 iterations



## MCTS performance with 80 iterations



- **Q:** Why do you think the technique you chose was more (or less) effective than the baseline?

**A:** I think that Monte Carlo is more effective than minimax because unlike minimax who traverses the states tree like BFS & tries every state MCTS selects the node that has the most chance of winning & expand from there for multiple iterations. All we need to do is to increase the number of iterations to get better results.