

The World Cup!

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My reversi algorithm is very simple. Obviously, it is based on a minimax decision tree with alpha-beta pruning. The tree is capped at 8 nodes deep. The moves in the first couple of rounds are chosen randomly because they should not have very much effect on the game. The only heuristic I employ is to weight corner spots as the max/min value of integers. In other words, if it is my turn in the tree, and a corner spot is available, that node is assigned the highest possible value. That means if it is my turn to go and a corner is available, it will always take it. Also, if such a scenario is seen further down in the tree, my algorithm will try to steer itself in that direction. If the opponent has a possible move to the corner, then that node will be given the lowest possible value. That means my algorithm will try to stay away from scenarios where the opponent will steal a corner.