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Software lab summer term 2016

Implementation of Heuristic Algorithms for Board Games

– Assignment 6 –

Next meeting is on **02.08.2016** (tentative). Upload your code and report before the deadline of **22.07.2016**.

Task 1

Improve your documentation and overall code quality. Make sure that your client does not crash, make wrong moves or time out. The grading of this assignment will be determined fully by the code.

Task 2

Create a new set of maps which differ non-trivially from your previous maps. Create one map for two players, one map for four players and a map for eight players. Of course, your maps may be geared towards your own AI. Please stick to the following naming convention:

`2016_comp_i_jp.map` (with group number i and number of players j).

Make sure your maps are not too small (or big) and try to make use of some special items like expansion, bonus, choice and inversion tiles, transitions, override stones and bombs.

Try to keep the map balanced for all players. The tournament will rotate the players, but not all combinations will be possible. Test your maps to make sure no player gets erased before making his first move.

Put your maps in a folder `compMaps` which should be located at the root level of your repository.

Task 3

You can ignore the deadline for this task: Work on your code to make it maximally efficient and awesome. You can further fine tune your algorithms and heuristics and optimize for the tournament. Everything goes as long as you do not break the game and course rules. Use Matchpoint to your advantage: You can log your performance on the cluster for finetuning.