

## This Project is due 03/18. Projects are graded in Groups

### Requirement:

Construct an AI for Reversi using only non-deep learning methods that interacts with the provided environment (See the codes under the Files section)

Rules:

- Standard Reversi rules (Check [https://en.wikipedia.org/wiki/ReversiLinks\\_to\\_an\\_external\\_site.](https://en.wikipedia.org/wiki/ReversiLinks_to_an_external_site.))
- Two games per round, you go first in one game, your opponent goes first in the other
- The combined piece lead determines the result.
  - e.g. you got 36-28 (+8) in the first game, 25 - 39 (-14) in the second, then the combined lead is  $8-14 = -6$  and thus you lose.
- Code must be written in Python
- No multi-threading
- No machine learning
- No more than 5 seconds per hand.
- The codes will be ran on a i7-11800H laptop plugged in during the tournament

### Deliverables:

A zip file that contains:

- All the source codes
- A text file that holds the instructions of how to run your codes.

### Grading Criteria:

- AI compiles and runs without error - 30%
- AI able to finish all 3 rounds against greedy AI (Code Provided) - 40%
- AI wins at least one round against greedy AI (Code Provided) - 30%