

# Part 1

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### I Game Board Representation

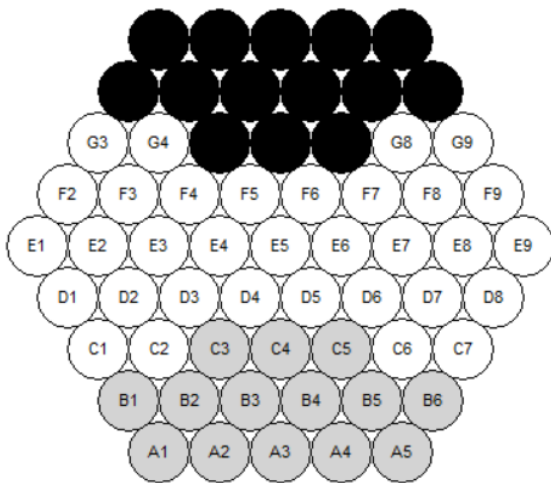
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### I Game Board Representation

The game board is represented by 61 circles; Each circle has a tag made of a letter and a number. Each circle can contain a white or a black marble.



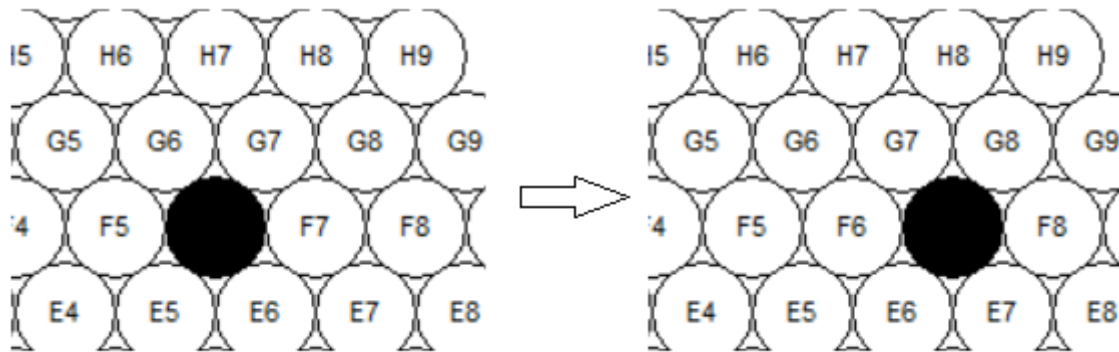
### II Moving Notation

Moves are represented as  $[[X], Z]$ , where:

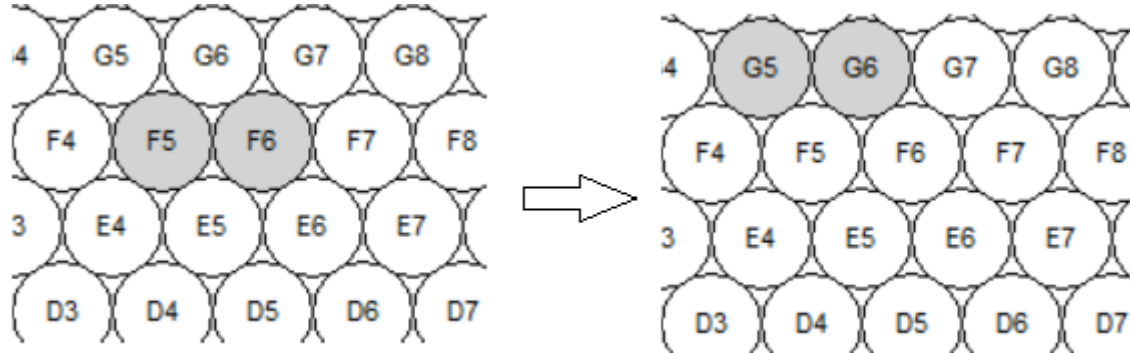
- X: Contains coordinates of each marble that will be moved in an array
- Z: Direction of movement (R, L, UL, DL, UR, DR).
  - R: Right
  - L: Left
  - UL: Up Left
  - DL: Down Left
  - UR: Up Right
  - DR: Down Right

### Example Notation with Pictures

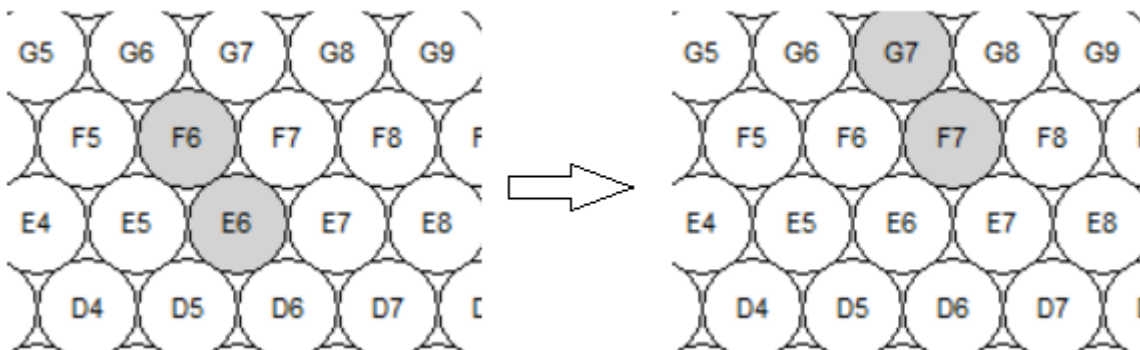
- Single Black Marble Move Right:  $[[F6], R]$



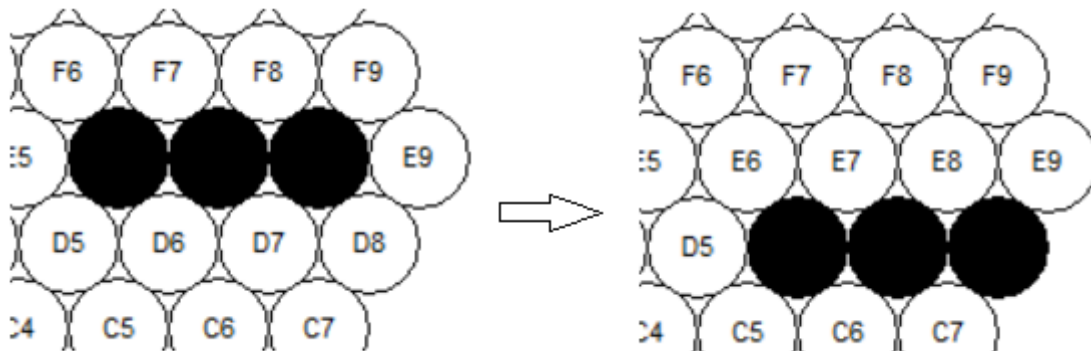
- Double White Marble (Straight Line) Move Up Left:  $[[F5, F6], UL]$



- Double White Marble (Diagonal) Move Up Right:  $[[F6, E6], UL]$



- Triple Black Marble Move Down Right:  $[[E6, E7, E8], DR]$



### III Problem Formulation

#### a. State Representation

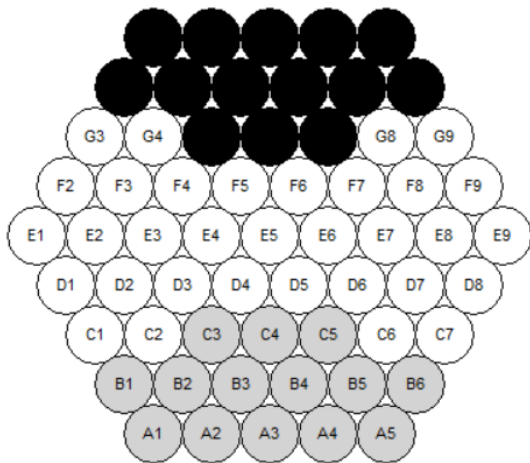
The state is represented by a dictionary( {circle\_name: circle\_object} ) of circles that can contain a black or white marble. With each move, the marble(s) are moved to the intended circle.

```
state = {  
    "I5": {marble: marble_object(black | white)},  
    "H5": {marble: none},  
    "G5": {marble: none},  
    ...,  
}
```

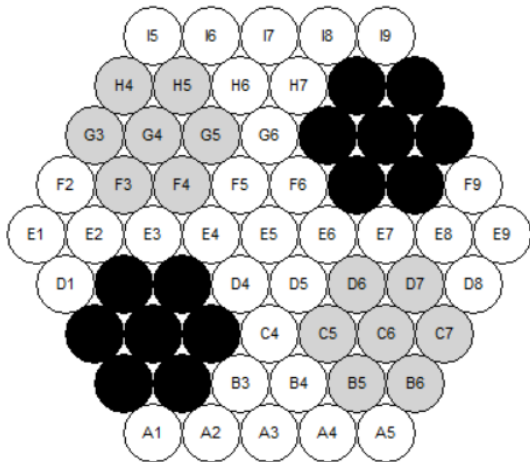
**b. Initial State**

The initial state can be one of three states:

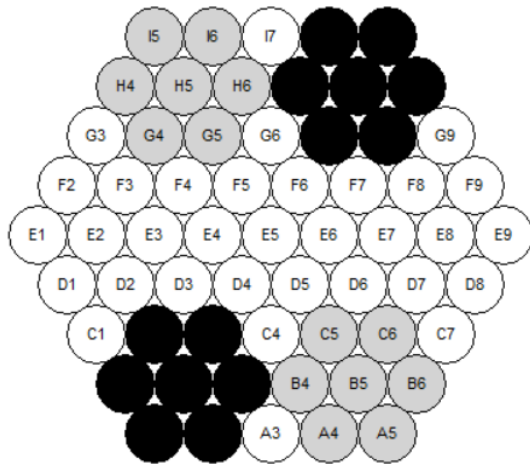
1. Standard



2. German Daisy



### 3. Belgian Daisy



#### c. Actions

The actions are defined using the move notation and involve moving marbles (1 to 3) to one of six directions (as defined in part II).

#### d. Transition Model

Actions	Resulting State
$[[\text{marble}(s)], R]$	Move each marble to: $\text{Circle}(\text{old\_I}, \text{old\_num} + 1)$
$[[\text{marble}(s)], L]$	Move each marble to: $\text{Circle}(\text{old\_I}, \text{old\_num} - 1)$
$[[\text{marble}(s)], UL]$	Move each marble to: $\text{Circle}(\text{old\_I} + 1, \text{old\_num})$
$[[\text{marble}(s)], UR]$	Move each marble to: $\text{Circle}(\text{old\_I} + 1, \text{old\_num} + 1)$
$[[\text{marble}(s)], DL]$	Move each marble to: $\text{Circle}(\text{old\_I} - 1, \text{old\_num} - 1)$
$[[\text{marble}(s)], DR]$	Move each marble to: $\text{Circle}(\text{old\_I} - 1, \text{old\_num})$

#### e. Goal Test

The goal test consists of checking if any player has gotten six of the opposite marbles out of the board.

## IV Team Member Contribution