Homework 3
Computer Science
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All the work herein is mine.

Homework Questions

1. For a machine, working from both the goal and the start is not always feasible. In some cases the goal is unknown. A common strategy for a game is to utilize a heuristic. A heuristic will evaluate a state and determine a score. This score can be used as a best guess for how far away the goal is. Through this and iteratively evaluating states until the goal is reached, a machine can solve these problems without knowing the actual goal.

2. Minimax can be modified to acommodate multiple players by calculating a minimax score between all two player combinations, players A and B, A and C, and finally B and C. By calculating the minimax of each two player combination these score can then be merged for the same state and an average score derived. This average score could then be used like a regular minimax score.

3. See gobblet.py.