

1) Create a new project and import all the three python files (player, board, game) into the project.

2) Run the game.py file.

3) If you want to test the working of different algorithms replace PlayerMM with PlayerAB or PlayerCOS.

PlayerMM implements the Minimax algorithm.

PlayerAB implements the alpha beta pruning algorithm.

PlayerCOS implements the cutting off search algorithm.

4) PlayerMM, PlayerAB and PlayerCOS takes in two parameters.

The first parameter is the *depthlimit* and the second parameter is *isPlayerOne* for recognizing if it is player1 or player2.

Changing the value of depthlimit will generate different starting positions of the game.

If it is mentioned as true in second parameter then it denotes that it is the first player.

If it is mentioned as false in second parameter then it denotes that it is the second player.

5) You can also change the number of rows and columns that the board contains by changing the values of *HEIGHT* and *WIDTH* variables in the board.py file.

The board prints in which column was the disc placed with column number starting from 0.

The board also prints the number of moves it took to reach the goal state.