

1.1 <https://github.com/ladlad5/tictactoe-ai>

2.1 The version of calculate present in the forked program is pretty simple. For every possible move explored calculateb is used to calculate the reward for the agent. Essentially, the math in this function becomes the strategy that the program will adhere to. Without changes, all calculateb does is calculate the reward using the material values of the pieces. For example, a king is worth much more than a pawn. While this is a good idea to have as part of your calculations. On its own it is not a great strategy which results in a weak AI player.

2.2 <https://github.com/ladlad5/chess-game-AI-project>