**Othello AI**

**Video Demo:** <https://youtu.be/-dNRbt0W1zU>

**Github:** [KZcheese/game-ai-othello](https://github.com/KZcheese/game-ai-othello)

An AI program for the board game Othello made with C# in Unity. This was an assignment for *Game AI* at RPI. A framework was provided with all the game systems. Students were tasked to implement several AI algorithms. I made this with 2 others in a group project. My biggest contribution was the initial implementation of the Negamax AB script, but work was not strictly segmented.

I’ve included all the script files for the AI.