This project aims at developing an adversarial search agent to play the game “Isolation”. Isolation is a deterministic, two- player game of perfect information in which each player takes turns to move. Whenever a cell is occupied, that cell is blocked for the rest of the game. The first player to have no moves remaining loses.

In this particular project we use a version of Isolation where each player is restricted to L-Shaped movements (Like a knight in chess) on a 7X7 board. A time limit is enforced for each turn, the player who fails to return a move in the specified time limit loses.