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Project 3 Report

STRATEGY

The strategy we employed for the evaluation function was to count the number of possible moves that could be made by the player on the current board. The reason why we chose this evaluation function is because the end goal is to outlive your opponent. In other words, the goal is to make more moves than the opponent. Thus, it makes sense to choose moves that will allow the player to make the maximum number of moves possible further into the game.

PROBLEMS AND SOLUTIONS

There were several problems that we encountered during our project. The first major hurdle we had was with our check-moves method. We thought we had correctly tested and confirmed our check-moves method when we moved on to build other methods. Unfortunately, because of this hindsight we spent an extensive amount of time de-bugging our other methods and it slowed down our progress. We eventually decided to debug our program from the top and that is when we discovered and fixed our bug.

We also had an issue with the way we set up our x,y values to represent a position on the board. Initially we set x to represent the values A-H and y to represent the values 1-8. We initially chose to represent x and y this way because when a user enters a move, it is as ‘A3’, and so it felt intuitive to represent that point as x,y. However, this line of representation is not intuitive when you’re looking at the printed board. The values A-H actually represents the y-axis of the board, and 1-8 presents the x-axis. Somewhere along the lines we started to mix up our x and y values and had to debug our program so that everything was uniform.