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Attempted Grade: **B**

Description:

We have taken first player as the maximizer i.e., AIClient as the maximizer. Initial depth is set to 0 and after every iteration depth is increased by 1 till the required node or best values is obtained. Few global variables are used and are updated as required in the functions.

The predefined depth value is set to 7 and time limit is set to 5seconds. We have tackled the time limit by checking the elapsed time in the maximizer. This returns the value generated by the maximizer after every 5 seconds. Utility or evaluation or heuristic function returns the difference of the no of pebbles present in the two houses of the players.

Depths are increased from 0 till the predefined depth i.e., 7 in our program. Depth is given in a way that the last layer should be the maximizer layer. So, the best value for the maximizer can be obtained from the leaf nodes.