Assignment 2

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Q1.) What heuristic did you use? Why?
The alphabeta and the minimax heuristic is used from the eval function.
2.) Describe how your algorithm performs given different time constraints. How much of the tree can you explore given 5 seconds per turn? 10 seconds? 3 seconds?
Given more time, it gives the algorithm more time for computation hence more depth can be calculated. Ideally 10 sec should perform best, 5 average and 3 worst. It might vary because of other workload running in my laptop hence ideal testing should be done on a server.
3.) yes I can because the depth of the algorithm is restricted hence is not the optimal path. I as human can perform better than that.
4.) Ideally the first player should win because it gets better option to choose. I don't know why player two is winning in my case :(

Connect 4

Player 2:ai wins!

Next Move