Comp 4106

Assignment 2

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Game State:

This is a connect four implementations in python. The core functionality of the game revolved round a single entity, the board. The board is represented as a 2D array or matrix of the specified size. In the case of this implementation we are using a 6x7 board. The board has 6 rows that are each represented as a list of size 7 and the columns cute through each row list. The game begins with the random player making a move. As the name suggests, the random player is a player that chooses to move at the first valid random move it finds. This player plays against the AI which implements a minimax search algorithm with alpha beta pruning. The scoring heuristics vary in the versions of this game but they will be discussed further in this report.