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**Artificial Intelligence hw 5**  
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For the homework assignment, I created an agent to play against the second player in the connect 4 game. The agent moves by calling the “move\_agent” method, and the agent either plays against my heuristic algorithm from hw3, “move\_heuristic”, or against a random player, using “move\_random”. The random player moves by selecting a random location from all the available column in the board.

The agent moves by playing 100 games for each available column. The agent determines, if it were to move in that column, how many of the 100 games it would win, when it plays the rest of the game fully randomly (using the move\_random logic described above). Out of the 100 games, a score is determined where 2 points are allotted for a win, 1 for a tie, and 0 for a loss, and the column with the highest score is selected. The logic for the actual playing of each of the 100 games is in the play\_game method.