# Cephalopod Competition 2025

# **Rules:**

* For the competition, we will use a 5x5 board for the game.
* A team comprises at most 3 people.
* The submission deadline is May 7, 2025; the competition will take place on May 9, 2025.
* A match consists of four games, with players alternating who starts.
* The file must contain a function of the form *playerStrategy (game,state)*, where
  + *game* is the Cephalopod game,
  + *state* is a board state,
  + the function returns a move, that is, a tuple of the form   
    *((row,column), pip, captured)*where the first element identifies the selected cell, *pip* is the number assigned to the cell, and *captured* is a tuple containing the cell that have been captured (or the empty tuple, if no capture occurred)
* As explained during the lesson (see the examples in this folder), each player runs as a thread and must provide the chosen move within 3 seconds.
* If something goes wrong, or the required move is not received within the prescribed timeout, a random move will be automatically chosen by the main program.