Presentation for Assignment 1

Implementation of Heuristic Algorithm for Board Games

May 3, 2022

Group 3

Exercise 1

Our client:

- connects to the server.
- runs a procss waiting for inputStream.
- handles input stream.
- translates moves to messages and...
- sends these messages

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Exercise 2

us = player out of whichs view the board is rated
Our heuristic function, *rateBoard*:

- counts tiles that players have occupied.
- calculates the distances of us to all other players.
- calculates a value with our weight function for every of those players.
- returns the summation of these values.

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