* MinMax (MaxMax) by consider the utility

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| * **Search tree for 2 Depth?**   # Faster calculation  # Opponent (human) not always take the best move, no need for further depth search *(?)*  # Easily get into trap (Gains lots at first round but lose more at second round)   * **Search tree for 4 Depth?**   # Slower calculation (*how slow could it be?* Not in the big-O situation most of the time;  also, “force to eat” already cuts lots of search route)  # Avoiding traps |

* Utility of Normal Pieces

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| (\*king doesn’t count as normal piece) |

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| --- | --- |
| **0**  **1**  **2**  **3**  **4**  **5**  **6**  **7**  **7**  **6**  **5**  **4**  **3**  **2**  **1**  **0** | **0**  **1**  **2**  **3**  **4**  **5**  **6**  **7**  **7**  **6**  **5**  **4**  **3**  **2**  **1**  **0** |
| |  |  | | --- | --- | | Color | Utility Score Variation | | C:\Users\OwO\Dropbox\螢幕截圖\螢幕截圖 2015-05-29 01.40.56.png | (-4) + (+6) + (+2) = +4  Lose Pos.4 Gain Pos.6 Lose Pos.2 = | | C:\Users\OwO\Dropbox\螢幕截圖\螢幕截圖 2015-05-29 01.40.56.png | (-2) + (+4) + (-6) = -4  Lose Pos.2 Lose Pos.4 Gain Pos.6 = | | |

* Utility of King ***(temporary planning)***

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| * Each king stay 7 points forever * Lost a king ***lost 7 points???*** |