Gobang

Code Structure Explain
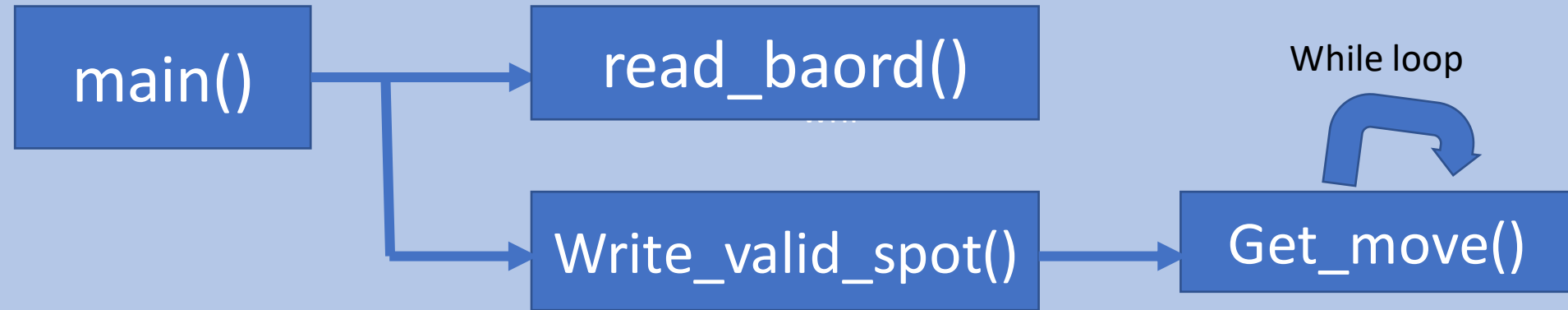
policy/alphabeta.cpp or policy/ minimax.cpp

Get_move()

for all moves in legal_actions
    get score of that move by **score_of_move()**

score_of_move()

Search tree (Minimax / alpha beta pruning)
If now_game_state ==輸→ score=negative infinity
if now_game_state ==TIE(平手)→ score=0
If depth==0 (達到search tree的最底)->要計分->score= **cal_state_value()**
Else call **score_of_move()** (去下一層)

State/state.cpp

cal_state_value()

判斷這個state 的分數
If 自己連5 or 自己連4+有一個相連空格

return 1000000

If 對方(opnt)連4+有一個相連空格

return -1000000

Else

return 自己連3的數量 – 對方連3數量 (呢part唔sure)

State/state.cpp

Check_5()   Check_4()   count_4()   count_3_op()

都係判斷棋局狀況的function (連5,活4, 眠4, 活3之類...)