Boop Game – Local Computer Only

To run the boop game on your local computer you can run *main.py*.

First, you should look at the code and edit lines 22 and 23 to set who will play orange or black.   Orange is player #0 while black is player #1.

PlayerType.Human   for a human to play by clicking on the GUI

PlayerType.AI   for an AI player to play for either orange or black

For the AI player, it will use the depth setting on line 19 for how many ply to look ahead.

Upon running *main.py*, a GUI will appear where you can click on the piece to select and board location for any human players.

The minimax algorithm is implemented in ai.py.

The default heuristic is very poor – it will check for a winning state, but if there isn't one, then it just returns a random number!   Your task is to implement a better heuristic, first by following the instructions on the website, then by coming up with a heuristic of your own.