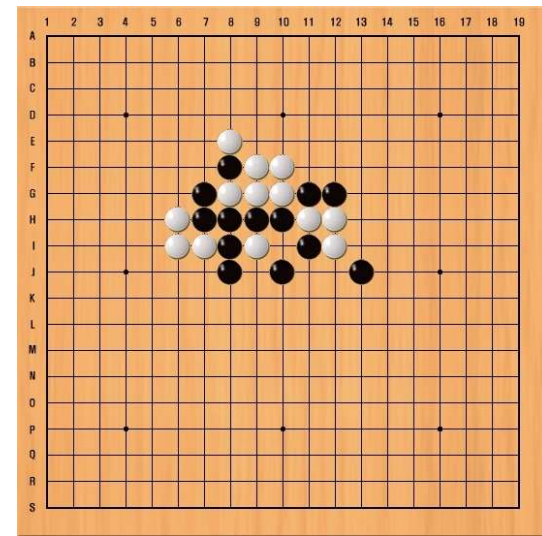


Programming Assignment

- ☐ Omok (오목)
 - Implement one of the following adversarial search algorithms.
 - Heuristic alpha-beta search
 - Monte Carlo tree search
 - You need to design your own heuristic function
 - A time limit (e.g., 10 seconds) for each move is set before a game starts.
 - The program can be either 'White' or 'Black' players.
 - The 'Black' player starts a game.
 - The board has 19×19 positions.
 - GUI is not necessary. Text-based coordinate I/O, e.g., (J, 10), is allowed.
- ☐ Submit the source code and documentation.
 - The documentation must include
 - Explanation of the search algorithm
 - Explanation of the heuristic function
 - Explanation of how to compile the source code
 - Explanation of how to run the program
 - Video or screen capture of the program execution



☐ Due: 2 weeks