

Summary of Gomoku Project

We have done the gomoku project with 10 x 10 board using minimax. We have used the code of minimax algorithm from GeeksforGeeks website[1]. The evaluation function is not so much powerful, and as there is so much possible way in it takes an undetermined time to take a move. We will add alpha-beta pruning to minimize response time and make a strong evaluation function next time.

Reference

1. <https://www.geeksforgeeks.org/minimax-algorithm-in-game-theory-set-3-tic-tac-toe-ai-finding-optimal-move/>