

# Lab Practice: Adversarial Search

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## Files:

1. `adv_search.ipynb` Notebook file that you will need to complete. Unfortunately PyCharm Community Edition does not support notebooks since 2020, so you can either:
  1. request a Pycharm professional edition (free for students),
  2. use VSCode (recommended),
  3. use Jupyter.
2. `game.py` Some utilities. You don't need to modify anything in it.

## Goals:

1. You do not need to do anything in Part 1. It just demonstrates the the usage of those functions.
2. For mini-max and alpha-beta, your implementation should never lose to the random player and always get a draw against itself.
3. For MCTS (optional), a correct implementation should usually beat the random player.