Course: CSE-404

Task : 4 in A Row AB Pruning

Group No : A1-G2
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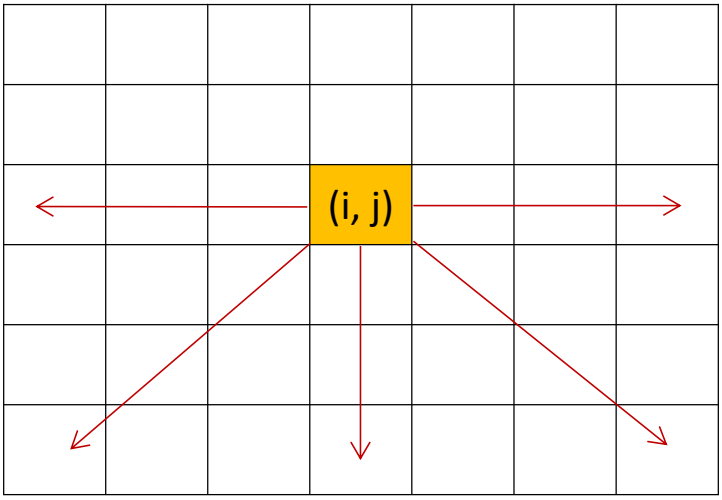
Game Board Design : A 2D array of 6*7 matrix is considered as the game board and displayed in the terminal.

Evaluation Function description:

At first we are looking for such location (i, j) where it's not filled yet by any of the agents but can fill up in immediate next move. And then find if this location can cause winning to any of the agents by checking rows, columns and diagonals in its three successive neighborhood (see the figure below). If can then we increment the counter for the winning agent. There is two counter, one for each agent.



If Alpha Agents counter has greater value then we return 0.8 and if Beta Agents Counter has greater value than we return -0.8 and if they have same value then we return 0.