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## Software lab summer term 2013

### Implementation of Heuristic Algorithms for Board Games

#### – Assignment 6 –

Next meeting is on Thu 18.07.2013. Upload your code and report before the meeting.

#### Task 1

Work on your code to make it maximally efficient and bug free for the final tournament. You can further fine tune your algorithms and heuristics.

#### Task 2

~~Improve the documentation and readability of your code. This task is not relevant this year.~~

#### Task 3

Create one map for two players, one map for four players and a map for eight players. Of course, your maps may be geared towards your own AI. Please stick to the following naming convention:

`2013_comp_i_jp.map` (with group number  $i$  and number of players  $j$ ).

Make sure your maps are not too small and make use of some special items like expansion, bonus, choice and inversion tiles, transitions, override stones and bombs.

Test your maps to make sure no player gets erased before making his first move.

Put your maps in a folder `compMaps` which should be located at the root level of your repository.