Homework 6

Due: 5 November 2018

Problem 6.1

Consider the game Connect-Four: played on a grid, players take turns marking squares in the grid, with each player trying to mark four spaces in a row. (The actual game has a constraint that your token takes the lowest available spot in a column, but you can ignore that if you prefer.) What would be an appropriate heuristic for use in a minimax algorithm for that game? Discuss the strengths (and weaknesses, if any) of your heuristic.

Collaboration policy: group work! If you work with other people on this homework, you can just hand in one copy and put all your names on top. There will be a revision cycle for this.