Homework 2

Due: 11 February 2016

We've been working with six games:

- Ricochet Robot
- Kensington
- Cathedral
- Chakra
- Rumis
- ICO

Pick three of them (not necessarily the ones you played last Thursday), and for each one:

Problems 2.1, 2.2, and 2.3

Do the first-stage design work necessary to implement an AI for the game: specify it as a problem space, giving *fully detailed* type information about the board/state and moves and any other game data you think you need to keep track of; and a good description or high-level pseudocode for each of the required functions.

If the game is Ricochet Robot, include a paragraph explaining why a heuristic function for a board state is particularly difficult to devise for the game.

For the other games, devise a heuristic function that is as informed as you can manage while still being quick to compute, yielding a number that is high if one player is ahead, near zero if the board is anyone's game (or just starting or a draw), and low (negative) if the other player is winning. Indicate (description or pseudocode) how the heuristic will be computed.