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Software lab summer term 2014
Implementation of Heuristic Algorithms for Board Games
– Assignment 6 –

Next meeting is on the tournament date as determined by the Doodle. Upload your code and report before the deadline of 15.07.2013.

Task 1

Improve your documentation and overall code quality. Make sure that your client does not crash, makes wrong moves or times out.

Task 2

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:

$$2014\_comp\_i\_jp.map \text{ (with group number } i \text{ and number of players } j).$$

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

Try to keep the map balanced for all players. The tournament will rotate the players, but not all combinations will be possible. 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.

Task 3

You can ignore the deadline for this task: Work on your code to make it maximally efficient and awesome. You can further fine tune your algorithms and heuristics and optimize for the tournament. Everything goes as long as you do not break the game and course rules. Use Matchpoint to your advantage: You can log your performance on the cluster for finetuning.