

General Game Playing

Prof. Michael Thielscher and Stephan Schiffel

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Exercise 3.1

Finish the reasoner (exercise 2.2) and combine reasoner and communication (exercise 2.3). Your program should now be able to play any game (single and multiplayer) with legal moves and compute the scores in the terminal state.

Exercise 3.2

Test your program extensively, i.e. test it with a lot of different games to check that the reasoner is able to deal with them. Communication and reasoner are crucial parts of your program. So it is better to find and fix as many of the bugs now, than having to deal with them later, when your program is much more complex.