

General Game Playing

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Exercise 6.1

Implement a heuristic evaluation function for non-terminal states (for evaluating non-terminal leaf nodes in the search tree)! You can:

- implement general (i.e. game independent) heuristics, e.g., mobility, novelty
- generate game dependent heuristics during the start clock by learning, analyzing the rules of the game, analyzing the state space, ...
- combine multiple heuristics
- learn (during the start clock), which heuristics are good for the current game
- do brainstorming and have even better ideas

Exercise 6.2

Make your player stable! Test it with as many different games and options (start clock, play clock, ...) as possible.