

# BEATle

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- Components
- Searching Strategies
- Evaluation Functions



# Components

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- Game Player
  - Current Game
- Game Description Parser
- Own Prolog Interpreter
- Move Calculation
  - Evaluation Strategies
  - Searching Strategies
- Timer
- Test Cases
  - Simple Game Controller



# Searching Strategies

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## Strategy Factory

- Single Player
  - Iterative Deepening  
Depth-First Search
- Multiplayer
  - Alternating Moves
    - Minimax with Alpha-Beta Pruning
  - Simultaneous Moves
    - Breadth-First search
  - Multiple Moves per Player
    - Modified Minimax with Alpha-Beta Pruning



# Evaluation Functions

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- Single Player

- Novelty

- Multiplayer

- Similarity
- Mobility
- Combined Hierarchical Evaluation

