



General Game Playing:

The EMCL Player

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Content

- Player Specifications
 - Java version 1.6
 - Basic Java Player
 - Prolog Prover
- Single player game
- Multiplayer game
- Further Improvements (aka problems)

Single Player game

- Iterative Deepening Depth-First Search
- Visited states are cached in a HashTable
- Search the Game Tree and save searched nodes with their goals, close-value and depth level
- Return best move and it's goal

Multiplayer game

- MaxN algorithm
- Using HashTables, same as before
- Works for the games:
 - Alternative Games
 - Simultaneous Games (we move first)

Problems

- **Memory errors**
 - Huge search tree size (Chess game)
- **MaxN on huge game trees can not classify the better turn.**
 - Heuristics
- **BasicPlayer Exceptions**
 - NullPointerException
 - ConcurrentModificationException



Thank you!

Good luck to all of us!!