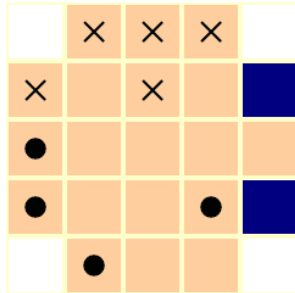


# Flying Hellfish

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- Player engine
  - based on C++-player
  - using eclipse-prolog
- Strategy
  - Maximax for all games
  - removed heuristics because its still buggy
  - good speedup by hashtable
  - using depth-first search



- refactoring rules
- rewrite disjunctions in multiple clauses
- calculate weight for each rule
- reordering conjunctions by weights
- drop unused statements