

Künstliche Intelligenz 1 – WS 2016/17

Assignment 1: Kalah Torunament

– Given Nov. 30., Due Dec. 10. –

Problem 1.1 (Kalah Tournament)

Download the Kalah framework at <https://github.com/KWARC/Kalah-Framework>. Implement your own agent as teams of maximally 3 students per team. 100pt

We follow the rules described at the introduction section of <https://en.wikipedia.org/wiki/Kalah> with variable numbers of houses and seeds.

The team with the best agent receives an additional 100 points, the 2nd team 90 points, the 3rd 80 etc.

Please read the instructions and rules specified in the readme of the git repository carefully!