Homework 1

Due: 8 February 2022

In class you saw five games:

- Cathedral

- ICO

- Kensington

- Reflecto

- Rumis

Pick two of them other than Reflecto (not necessarily the ones you played in class), and for each one:

Problems 2.1, 2.2

Do the first-stage design work necessary to implement an AI for the game: specify it as a problem space, giving *fully detailed* type information about the board/state and moves and any other game data you think you need to keep track of; and a good description or high-level pseudocode for each of the required functions.

Devise a heuristic function that is as informed as you can manage while still being quick to compute, yielding a number that is high if one player is ahead, near zero if the board is anyone's game (or just starting or a draw), and low (negative) if the other player is winning. Indicate (description or pseudocode) how the heuristic will be computed.