

CSCI 4341

Group Assignment 2

Group:

Game:

Our eventual goal is to show the complexity of a game, and to identify what makes it difficult. To this end, understanding forcing moves is essential to most constructions. Proofs also don't make us better players, so we need to work towards good strategies. For your game, we have a few goals today:

1. Identify some forcing moves.
2. Identify some endgames with types L, R, P, N.
3. Play test your game and give some hypotheses of good strategies. For each, try to play games where you stick with this strategy and where it might fail (or the other player exploits it to their advantage). Examples might be to always take a middle spot on the board, always take a piece if possible, always make a forcing move if possible, only play defensively, etc. Make at least 3 of these strategies, play-test, and report.

This should be done in a 2-3 page write-up. The goal is for these assignments to help each group toward the final report, thus each of these assignments will push you to look at another aspect of your game and give you the start to part of the write-up.