CSCI 4341
Group Assignment 6
Group:
Game:

Make an A.I. for your group game. This can be based on a heuristic, MCTS, Q-learning, Neural Networks, or a combination. MCTS may be the fastest way to get a decent A.I. Make sure it can play the game with whatever rule/board variations your software version offers. The skill level of your A.I. determines the grade. Bonus points if it beats me.