C++ Programming
Project 3

Create a game engine with simple AI for playing Gomoku game.

http://en.wikipedia.org/wiki/Gomoku

The engine should not have a graphical interface, instead it should use

http://gomocup.wz.cz/download.php?filename=http%3A%2F%2Fpetr.lastovicka.sweb.cz%2Fpiskvork.zip

from

http://gomocup.wz.cz/gomoku/download.php

for displaying.

The communication should be implemented by console input/output (cin/cout) by means of protocol

http://petr.lastovicka.sweb.cz/protocl2en.htm
http://gomocup.wz.cz/gomoku/info.php

It is enough to implement only mandatory commands.

1. Start with random answers of your engine to set it up working with the GUI program.
2. Add some heuristic to make you program play better.
3. Try to use tree seach algorithm for better results of your engine (eg. Minimax search or AlphaBeta prunning).

http://en.wikipedia.org/wiki/Minimax

http://en.wikipedia.org/wiki/Alpha%E2%80%93beta_pruning

Use C++ classes to model the problem (e.g. class Board, class Game, class Engine, class Search, class Tree, class Node or others).