

# CS 4300: Artificial Intelligence

## Assignment: Adversarial Search Agent

Create an adversarial search agent for [PettingZoo: Connect Four connect\\_four.py](#).

### Required Process/Files

Use the GitHub repository available for this course to store your solution. Make a directory named `adversarial-connect-four`. Store the best agent you create in `adversarial-connect-four/best_agent.py`, with the function `agent_function(env, agent)` that returns the action your agent chooses.

You are welcome to create as many agents as you want, play them against each other, and store the best one.

Your agent is not allowed to use more than  $5 \times 60 = 300$  seconds total for one game.

### Report

The report should describe your board evaluation function, whether you are using minimax or alphabeta search, and list the various attempts you have made.

### Required Submissions

- Code submitted to github.
- A PDF file containing your report submitted to Canvas.

### Hints and Resources

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