

Tutorial 4

- Terminal test
- Utility Function
- Successor Function

Terminal Test

- Is the game finished? Or can moves still be made?
- Returns TRUE if no more moves can be made (win, loss, or draw)
- Returns FALSE if moves can still be made
- Input: state
- Output: TRUE or FALSE

Utility Test / Evaluation Function

- For a final state (ie Terminal Test returns TRUE)
- Determines win, loss, or draw
- Input: state
- Output: win (1), loss (-1), or draw (0)

Successor Function

- From a given state, what are all possible states that can be reached from here?
- Returns a list of the possible states
- For games, whose turn it is may need to be specified
- Input: state, player
- Output: list of states