4Wins

COLLABORATORS			
	TITLE : 4Wins		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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4Wins

1.1   Main

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4 wins V1.0

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A 4 wins game for the Workbench.

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1.2   Introduction

The goal of this game is to place 4 stones horizontaly, verticaly or diagonaly

in one row.

You play against Amiga while both players set their stones by turns.

The winner is the one who manages to set 4 stones in a row first.

If all fields are occupied by stones and nobody has 4 stones in one row then its a

draw game. You only can play on the bottom of the playfield or on top of another

stone, because the stones "fall" down.

1.3   How to play ?

When you have startet "4 Wins" a requester opens. Please register yourself for

free by sending an E-Mail to me and receive a keyfile to avoid the appearing of

the requester.

After closing the requester there is the main window. Please select a level from
the menu. I suggest 2 or 3 for the beginning.
Then you have to select "New game" from the project menu.
Now you can set your "stone" by clicking gadgets 1-7. When you did so Amiga will
start thinking and after a while set its stone.
Read "Introduction" for the rules.

1.4   Requirements

Nothing special. Just AmigaDOS 2.04 and "reqtools.library" for the requesters.

1.5   Technical

Sadly I must say that my game plays not as strong as I would like :)
I am not quite sure why because I am using a rather complex valuation of the
playfield. Maybe I should not.
As you might have guessed the game chooses its move by minimax algorythm. But
because of total lazyness I am not prunning the tree by alpha-beta. Maybe I will
add this if enough people are interested in. I think this could speed up
thinking by factors and game level will be improved by that.
Game level represents search depth. That means if you select level 5 Amiga will
calculate 16807 possible situations.

1.6   Last words

Do not hesitate to contact me if you have any ideas for improving this game. I
know that there is very much I can do such as Amiga-Amiga playing, saving games,
improving game level ... and much more. But I wont do anything if there is nobody
interested in.
So if you are interested in further versions: say it.
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1.7   HISTORY

History:
V1.0 * First official release.