.slide 1

Before I let you go, I of course have to mention this week's short assignment, which is-

.slide 2

Implementing the 3rd step of the MCTS algorithm – the simulation step. In this step, you are supposed to run a simulation of the game starting from the new state obtained in the previous step. So, consider how this should happen, when should the simulation stop, from whose point of view should the final state be evaluated, etc. There are some guidelines for how you should implement this step, so make sure you read them. As always, make sure your implementation compiles and send it to me via Discord or mail. The deadline is the evening before the next lesson. That's it, see you next week.