CHAPTER 6
RECOMMENDATIONS

The systematic randomized search method GA is effectively and efficiently applied to board game problems. It has been effectively applied on the test bed problems of board games Go-Moku and Othello. Many quantitative results were obtained concerning the better moves in both the games.

The methodology of genetic algorithm was applied to board games such as Go-Moku and Othello. Particularly for the board game, Go-Moku the game board which was considered in this thesis was 15 * 15 size.

The main limitation of genetic algorithm is that it takes long time periods. Large population and more number of generations can help improve the performance but unfortunately significantly makes slower program, which was evident from the results and conclusion in chapter 4.

Following are the points for future direction of work:

1. In future, one can try to apply the genetic algorithm for the Go-Moku board game of size 19 * 19.
2. As the design of fitness function is more important for the successful application of genetic algorithm, one can go further deep in the design of fitness function for getting better results for both the games used as test bed.
3. There is always a scope of fine tuning the genetic algorithm parameters to get slightly better results.
4. Research can be carried out in trying the application of genetic algorithm in combination with standard AI methods to other board games also.