The aim of this work is to design an Artificial Intelligence for Sector 66, which is a board game based on Quoridor. In Sector 66 there is a possibility to use spells and fields with some special effects.
The Artificial Intelligence is based on Monte Carlo Tree Search. It can be used for 2 to 4 players. The Artificial Intelligence introduced in this work can work with the high branching factor of Quoridor/Sector 66 Game and can also handle unknown elements represented by user defined plug-ins.
The game and the Artificial Intelligence has been developed using .NET Framework, XNA and C#.