

Game/Content Evaluation

Desirable qualities of a game

winnable, not drawish
not too long / short
balanced
challenging -

What makes Chess, Go, ... interesting?

reward close study (many different things to learn)

Kolmogorov Complexity - length of shortest program that outputs string
measures compressibility (entropy) (shortest description)

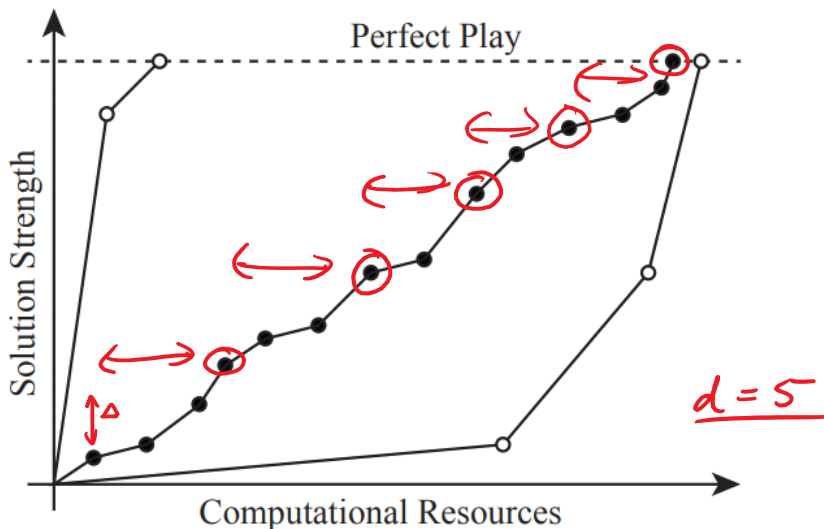
abcde abced abdce abdec acbde...
permutations of abcde alphabetically low complexity

axgpmrvi46jklwbekl6aglmng42prg...
axgpmrvi46... high complexity

heuristics compress search

what is the least resource-intensive program that implements perfect strategy?
↳ need def (prog size / time)

Strategy Ladder



strength =

performance against other strategies which?
may exploit weaknesses

performance against perfect or how often matches perfect

