GHOST: Game Tree

A Small Example with a Picture and Some Code

TJHSST
December 2008
small.txt
canyon
cave
comb
court
Player One: C
Player Two: O
Player One: M
Player Two: B
Player One wins.
Player Two can’t force the game towards COURT because Player One gets to take its own turn.
So, the presence of a favorable outcome down a particular branch is, *by itself*, not good enough to win.
class Node:
    def __init__(self, val):
        self.val = val
        self.children = []

def display_tree(t, k):
    print('	' * k, t.val)
    for p in t.children:
        display_tree(p, k + 1)

In main:

root = Node('*')
for k in a:
    print k
    # add k to tree
    display_tree(root, 0)
Player Two can win, but not by going towards any favorable path it likes.
Keep in Mind

- All of this is more complicated with three or four or five or six players
- Each player gets to make its own move
- Assume each player chooses moves in their own favor (i.e., no one is trying to lose)
- But, could include random mistakes and/or teaming up against a really good player
random
royal
rower
rowing
runner
running