3/9/2016 Projects - Intra

flagoutt  $\bigcirc$ (https://profile.intra.42.fr) (https://signin.intra.42.fr/users (https://profile.intra.42.fr/searches)
Scale for project Gomoku (/projects/gomoku) You should correct 2 students in this team Git repository vogsphere@vogsphere.42.fr:intra/2016/activities/gomoku/gbersac Introduction In order to have a productive and tolerable grading session, we ask that you: - Stay courteous, polite, respectful and constructive during this session. The bond of trust between members of the 42 community depends on it; - Take care to show the graded person(s) the problems you notice, and explain them as best you can; - Accept that there may be differences in interepretation on the featureset and/or what the subject requires. Stay open-minded, try to honestly determine who is right and who is not, and grade accordingly. Guidelines Remember that you must ONLY grade what's on the turn-in repository! You have to "git clone" the repository, and grade what's on it, AND ONLY WHAT IS ON IT. **Attachments** Subject (£41%://cdn.intra.42.fr/pdf/pdf/105/gomoku.pdf) rofile.intra.42pfojects (/) 🕹 All projects (/projects/graph) ojects.intra.42.fr) First and foremost (projects/21sh) arningairneas 2.17) Check the following elements: ComputorV1 (/projects/computorv1) There is something in the git repository

Or Line is present and valid The Makefile if required is present and has the required rules (J) If one of the sed electropic its:/fcdfin confirmity with what the subject requires, the session stops. You may still debate on the project, but you are not to grade the netudelititra 42 fr.) Quring the rest error, double-free, uncaught exception, etc ...), the session stops. Fract'ol (/projects/fract-ol) shop.intra.42.fr)  $\times$ No Actually running the program ft\_p (/projects/ft\_p) ft\_select (/projects/ft\_select) Rules The students developed the tall the required game rules are implemented correctly. (/projects/get\_next\_line) If they are not, or the students can not prove it, do not grade this section. Lem\_in (/projects/lem\_in)  $\times$ No Libft (/projects/libft) UI and AI performance(/projects/libftasm) It must be possitishtellp(kgyrasjetats/mpinishplb)yers, either on the same computer or over the network, AND to play against the AI.

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Grade this question according to the average performance of the AI against a player who is actually trying to win: (/projects/philosophers) - Any performance but AI takes more than half a second to find a move, or the students did not include a timer to indicate how much time the AI takes -> 0 - Player victory in under 10 turns -> 0 - Player victopyรถาคิ เขาสิยาแกรงค่อใช้ร/piscine-unity) - Player victory after 20+ turns -> 2 - Draw -> 3 Push\_swap (/projects/push\_swap) - AI victory after 20+ turns -> 4 Root-me | App-Systeme - AI victory in under 20 turns -> 5 (/projects/root-me-app-systeme) Rushes (/projects/rushes) Rate it from 0 (failed) through 5 (excellent) Savoir Relier (/projects/savoir-relier) Algorithm and implementation strace (/projects/strace) In this section the section of the s well enough, so do not grade this section. REPEAT: IF THE STUDENTS CAN NOT EXPLAIN THEIR ALGORITHM IN DETAIL, THEIR IMPLEMENTATION IS WORTH EXACTLY NOTHING, SO DO NOT GRADE THIS SECTION. Minimax algorithm Look at the implementation of the Minimax algorithm: - No actual Minimax-type algorithm -> 0 - "Naive" Minimax implementation (minimax, negamax, ...) -> 3 - "Improved" Minimax implementation (Alpha-beta pruning, negascout, mtdf, ...) -> 5 Rate it from 0 (failed) through 5 (excellent) Move search depth Evaluate the search depth of the Minimax tree here. If the implementation is a pruning one, like Alphabeta, take into account the actual effective search depth, not the initial one. - Only 1 level -> 0 - 2 levels -> 1 - 3 to 5 levels -> 2 - 5 to 10 levels -> 4 - 10 or more levels -> 5 Rate it from 0 (failed) through 5 (excellent) Search space Evaluate the search space of the algorithm - Entire board -> 0 - Rectangular window around all placed stones -> 3 - Multiple rectangular windows emcompassing placed stones but minimizing wasted space -> 5 Rate it from 0 (failed) through 5 (excellent) Heuristic In this section, the students must be able to THOROUGHLY explain their heuristic function. If they can not explain it well, then they do not understand it well enough, so do not grade this section. REPEAT: IF THE STUDENTS CAN NOT EXPLAIN THEIR HEURISTIC IN DETAIL, THEIR IMPLEMENTATION IS WORTH EXACTLY NOTHING, SO DO NOT GRADE THIS SECTION. Static part - Alignments Does the heuristic take current alignments into account?  $\times$ No Static part - Potential win by alignment Does the heuristic check whether an alignment has enough space to develop into a 5-in-a-row?  $\times$ No Static part - Freedom

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Does the heuristic weigh an alignment	according to its freedon	n (Free, half-free, flanke	ed) ?			
	⊗ Yes			imesNo		
Static part - Potential captures						
Does the heuristic take potential captu	res into account ?					
	⊗ Yes			$\times_{No}$		
Static part - Captures						
Does the heuristic take current capture	ed stones into account ?					
	∅ Yes			imesNo		
	- 100			, , , , ,		
Static part - Figures  Does the heuristic check for advanteag	eous combinations ?					
				\/		
	⊗ Yes			×No		
Static part - Players	_					
Does the heuristic take both players in	to account ?					
	✓ Yes			imesNo		
Dynamic part  Does the heuristic take past player acti	ons into account to iden	itify patterns and weigh	board states accordingly ?			
	⊗ Yes			$\times$ No		
Bonuses	⊗ res			/\ NO		
bolluses						
Bonuses Rate interesting and/or useful and/or j	ust plain cool bonuses.					
1 point per identifiable, separate bonu	5					
	R	ate it from 0 (failed) throu	ugh 5 (excellent)			
<b>.</b>						
Ratings						
Don't forget to check the flag corresponding  ✓ Ok  ■ Empty work	Incomplete work	● No author file	Invalid compilation	<b>₽</b> Norme	<b>⊑</b> Cheat	<b>T</b> Crash
Conclusion						
Leave a comment on this correction						
* (required) Comment						
Finish correction						