CSC242 Introduction to Artificial Intelligence
Project 1 Submission Form

Complete this form using a PDF viewer/reader, save it, and submit it with your code on BlackBoard.

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Did you do Part 1? Yes

- Where are the abstract elements based on the formal model of adversarial search defined?

  Board.java

- Where are the specific implementations of those elements for Checkers defined?

  Board.java [getChildren(), move()]; Details in readme

- Where is your implementation of the MINIMAX algorithm?

  MinimaxDL.java

- What class or file do we run to run your 4x4 game?

  Start.java

- Does it play quickly and pefectly? Yes No

Did you do Part 2? Yes

- Where can we find your implementation of H-MINIMAX?

  MinimaxH.java

- Where can we find the definition(s) of your heuristic function(s)?

  end_heuristic(Board b){};

- Where can we find your implementation of alpha-beta pruning?

  MinimaxHAB.java

- What class or file do we run to run your 8x8 game?

  Start.java

- Comment very briefly on how well and how quickly it plays.

  Plays very quickly, somewhat well, better than random usually. Can be exploited easily.

One last question:

- Java programmers: Do you have a nice, short, clear `main` method that creates instances of your other classes and runs the game?

  Check one: Yes ☐ No I don't know

- Python programmers: Did you use good object-oriented design, with classes, avoiding global functions and variables, and doing very little outside of any method or function?

  Check one: Yes No I don't know

- C Programmers: Is your code "object-oriented" in the appropriate sense, did you use "`-std=c99 -Wall -Werror`" and does your code have a clean report from `valgrind`?

  Check one: Yes No I don't know

Put any other comments or instructions in your README.txt (or README.pdf) file.