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CS5400-SP2018 Game3 Grading Rubric

Legal Move and State Generation: 70.00%

Castling doesn't seem to be fully implemented. En passant still doesn't work below the first depth level.

Specified Search Algorithm: 100.00%

Looks good.

State Evaluation Heuristic: 50.00%

Your current approach of modifying the state score by adding a constant in terminal states does not correctly reflect the outcome of the termina state(win/loss/draw). Your threefold repetition check and fifty move check do not work below the first depth level. The fitty move check incorrectly looks to see if there are less than 45 moves until a draw. Stalametes are not considered.

Time Per Move Heuristic: 50.00%

You use a constant time limit. This is not a heuristic. You are reseting your timer at each depth limit which is incorrect and does not correctly reflect time per move. You should stop iterating depth and ignore the current result from the current depth if the timer goes off.

Programming Practice: 100.00%

Looks good.

Code reliability: 70.00%

You have iterative deepening disabled by default.

Additional feedback:

Your code seems to largely ignore operating below the first depth level.

Total = 5.00%(Legal Move and State Generation) + 55.00%(Specified Search Algorithm) + 10.00%(State Evaluation Heuristic) + 10.00%(Time Per Move Heuristic) + 10.00%(Programming Practice) + 10.00%(Code reliability)

Total: 85.50%