Anton Sax (askz6)

CS5400-SP2018 Game2 Grading Rubric

Legal Move and State Generation: 85.00%

Children nodes generates via your minimax function don't properly generate castling, en passant, or promotions. Also, you default promote to queen when a pawn enters a promotion area, but you should be generating a move (and child node) for all four promotion possibilities.

Specified Search Algorithm: 85.00%

Your search algorithm doesn't consider the 50 move rule or stalemate. Also, your search algorithm is depth-limited, but not iterative-deepening.

State Evaluation Heuristic: 85.00%

You don't return a specific value in the case of a checkmate and returns inconsistent values for draw cases.

Programming Practice: 100.00%

Some of your move generation code is a little repetative.

Code reliability: 100.00%

Good.

Additional feedback:

Good improvement!

Late Penalty: 5.00%

Total = 10.00%(Legal Move and State Generation) + 60.00%(Specified Search Algorithm) + 10.00%(State Evaluation Heuristic) + 10.00%(Programming Practice) + 10.00%(Code reliability) - Late Penalty

Total: 83.00%