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CS5400-SP2018 Game4 Grading Rubric

Legal Move and State Generation: 50.00%

Your agent still doesn't properly consider en passant or castling below the first depth.

Specified Search Algorithm: 85.00%

Your algorithm traverses all nodes in the history table instead of using the history table for ordering of the immediate moves.

State Evaluation Heuristic: 100.00%

You do not consider stalemate as a draw condition.

Time Per Move Heuristic: 0.00%

You still use a constant time limit and restart your timer at the begining of each search depth. Additionally, you still fail to discard the search interupted by the time limit.

Programming Practice: 100.00%

Your code structure is a little difficult to follow, but the code itself is relatively easy to follow (just a lot of jumping back and forth between functions that are far apart in the file) and commented well.

Code reliability: 85.00%

You have user defined depth disabled.

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: 77.75%