A Game for Kings

AND COMPUTING STUDENTS, PROJECT DESCRIPTION AND MARKING SCHEME

Overview of the Introduction to AI CAs

The Introduction to AI continuous assessment covers all learning outcomes as defined in the Module descriptor:

1. Describe the theory and concepts underpinning Artificial Intelligence.
2. Outline the historical evolution of AI
3. Illustrate the architecture of intelligent agents.
4. Develop the technical and practical skills for developing algorithms used in game playing
5. Demonstrate the use of the structures for knowledge representation and logical reasoning systems.

The CA is divided into four parts with separate submissions as defined in Table 1 below. Both project Part 1 and 2 have accompanying project manuals to guide you through the process and should be followed.

Component	**Marks Allocated**	**Due Date**	**In-class Demonstrations**
Document 1: Research and summarise three AI strategies that have been used in developing solutions for Chess, clearly describing the theory and concepts that underpin the AI techniques identified	10%	Fri 29th September, 5pm	N/A
Project Part 1	40%	Fri 13th October, 5pm	Week starting 16th of October
Document 2: Describe the use of the structures for knowledge representation and your logical reasoning systems		Fri 10th November, 5pm	N/A
Project Part 2	40%	Fri 1st December, 5pm	Week starting 4th of December

Table 1: Continuous Assessment schedule for the AI module

Students are **required** to follow the code supplied on Moodle and through the project manuals. If a student does not follow the supplied code an award of **zero** will be awarded. The submissions for Part 1 and 2 of the projects are examined through a Moodle submission and a mini viva defense by each student of the work submitted as identified in Table 1 above.

Part 1 of the project requires you to create the architecture of the Chess game. A player will win the game if they can successfully capture the opponents King. Part 2 of the project is involved with modifying and extending existing structures for knowledge representation to develop your technical and practical skills for developing algorithms used in game playing. To complete this part of the project you are required to create suitable Intelligent Software Agents and integrate these into your environment.