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Option: 2 Rubik's Cube Puzzle

For the rubik's cube puzzle, we are using the combinations of q learning and heuristics. Since we are introduced two new perspectives, we spent a lot time understanding pattern base and discussing feature-based state representation. Although we have not written much code, we have determined the feature-based state representation and several possible ways to simplify the problem such as limiting starting states. However, we are still a little confused about defining heuristic functions.