COMP 329 2014 Assignment 01

Additional information

The university requires that students are provided with the additional information on this sheet.

Learning outcomes

The learning outcomes for this module are that by the end of the module the student will be able to:

1. explain the notion of an agent, how agents are distinct from other software paradigms (e.g., objects), and judge the characteristics of applications that lend themselves to an agent-oriented solution;
2. identify the key issues associated with constructing agents capable of intelligent autonomous action;
3. describe the main approaches taken to developing such agents;
4. use a contemporary agent programming platform (e.g., AgentSpeak) for developing significant software or hardware-based agents;
5. identify key issues involved in building agents that must sense and act within the physical world;
6. program and deploy autonomous robots for specific tasks.

The learning outcomes assessed by this assignment are outcomes 2, 3, 5 and 6.

Purpose of the assessment

To provide the student with experience programming an autonomous robot, in particular in the exploration and mapping of a space, and to assess the learning outcomes listed above.

Penalty for late submission

The standard penalty for late submission will be applied.

Compensation for failure of the assessment

The second assignment for this module will provide an extra credit portion that allows students to partially compensate for failure of the first assignment. However, the maximum extra credit available will be an additional 10% for the second assignment (an extra 4.5% of the total grade for the module), so the ability to compensate for any failure of this assignment is limited.