

CS7637: Project 3 (Fall 2016)

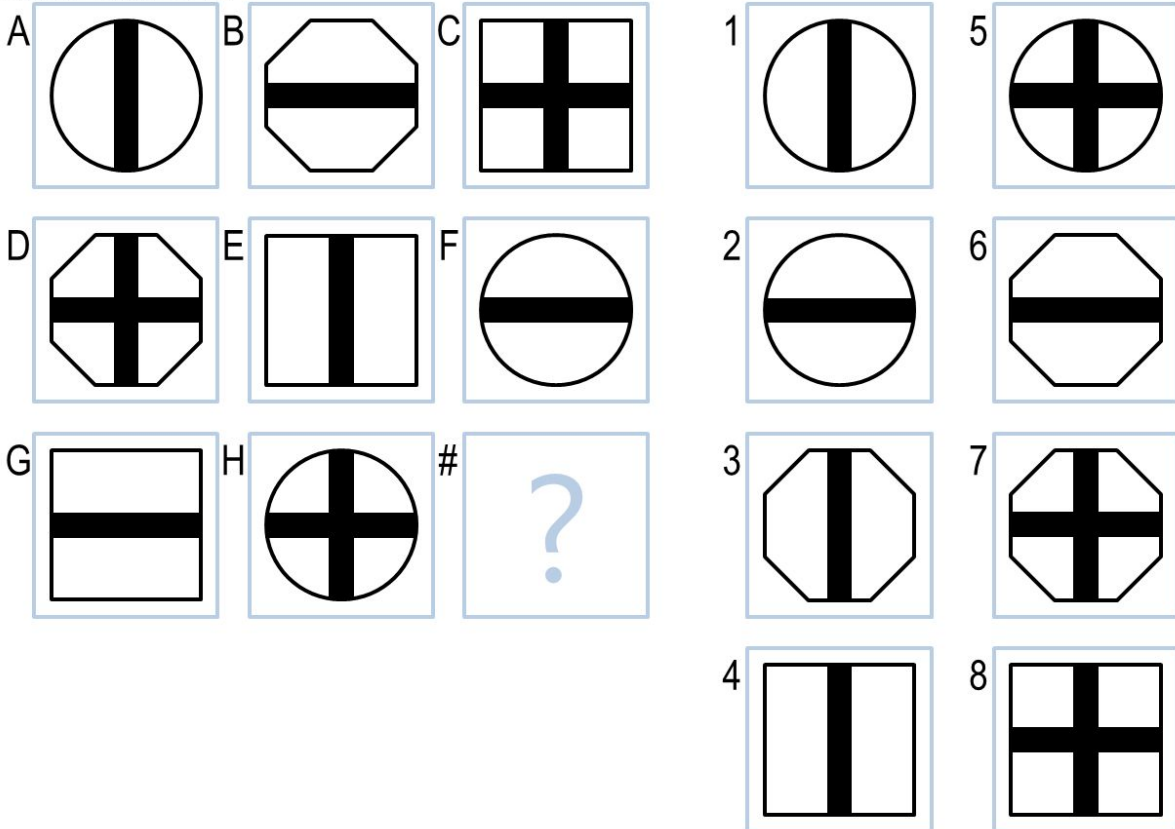
Due: November 29th at 11:59PM UTC-12 (anywhere on earth)

Please see the [project submission instructions](#) to see how to submit your agent. Submit your project reflection via T-Square.

Assignment: Solving 3x3 RPM using Visual Representations.

Make sure to read the more general project description [here](#) for a high-level introduction and description of the class project.

Basic Problem D-09



Project 3 is nearly identical to [Projects 1](#) and [2](#). Thus, please consult the Project 1 and Project 2 directions for the majority of your information. Everything that applied to Projects 1 and 2 also applies to Project 3.

The differences in Project 2 are:

- The due date is Nov 29th.

- Your agent will run against Problem Sets B, C, D, and E instead of just Problem Sets B and C. To run your old code against both these sets, modify ProblemSetList.txt in the /Problems/ folder, or replace it with [this one](#).
- Problem Sets D and E are comprised of 3x3 problems that *only* have visual representations; there are no verbal representations in these sets.
- Your agent will be graded on its performance on Basic Problem Sets D and E and Test Problem Sets D and E. It will not be graded on the other twelve sets it runs against.
- If your Project 3 agent outperforms your Project 2 agents on Basic or Test Problem Set C, your Project 2 grade will be raised in accordance with the [Repeated Problem Set policy from the Overall Project Guidelines](#).