

# CS7637: Project 2 (Fall 2016)

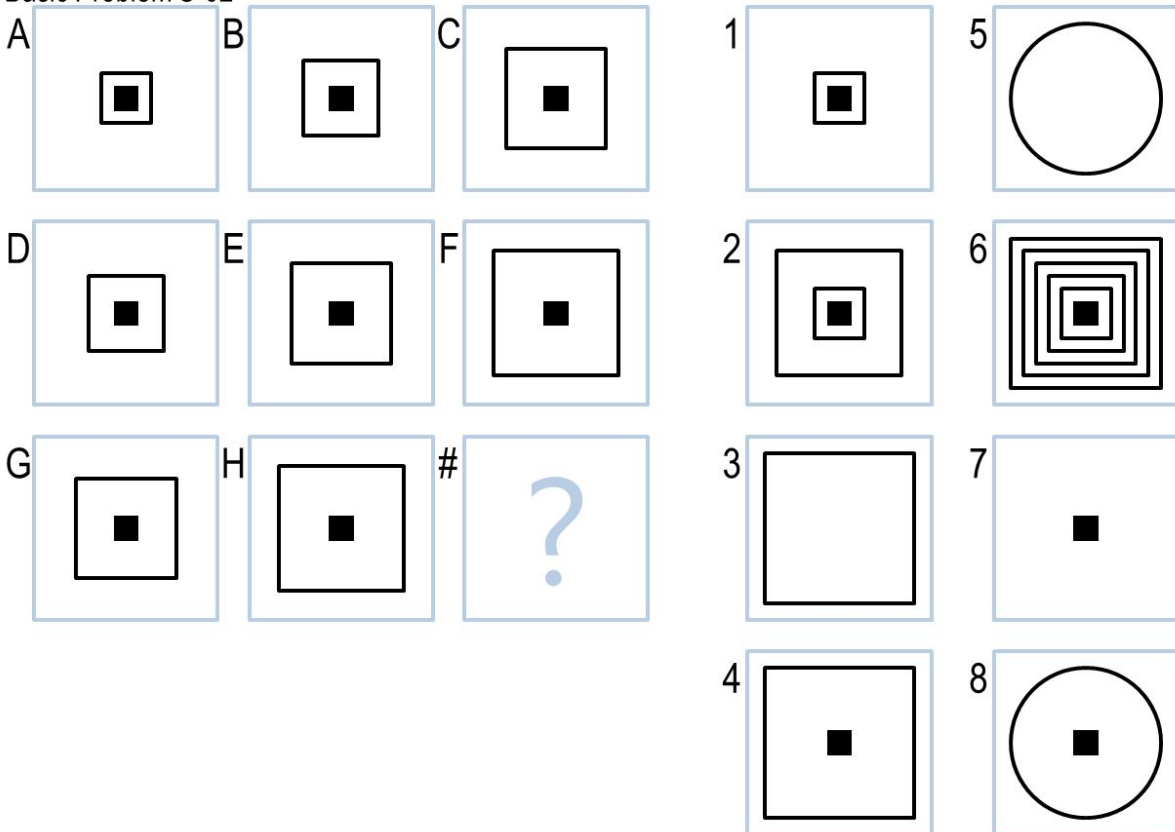
**Due: October 30th at 11:59PM UTC-12 (anywhere on earth)**

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 Verbal and/or 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 C-02



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

The differences in Project 2 are:

- The due date is October 30th.

- Your agent will run against Problem Sets B and C instead of just Problem Set B. To run your old code against both these sets, modify ProblemSetList.txt in the /Problems/ folder, or replace it with [this one](#).
- Problem Set C is comprised of 3x3 problems rather than 2x2 problems.
- Your agent will be graded on its performance on Basic Problem Set C and Test Problem Set C. It will not be graded on the other six sets it runs against.
- If your Project 2 agent outperforms your Project 1 agent on Basic or Test Problem Set B, your Project 1 grade will be raised in accordance with the [Repeated Problem Set policy from the Overall Project Guidelines](#).