

## Feedback — Exercise 7.5

You submitted this quiz on **Thu 28 Nov 2013 6:11 PM PST**. You got a score of **20.00** out of **20.00**.

Implement a fixed-depth heuristic search player with an evaluation function based on goal proximity.

To measure goal proximity, you can try using the goal value of the current state, or (harder) try to find "winning" terminal states and use similarity to these states as a measure of goal proximity.

Test your player by running the matches set up below.

Please read [this forum post](#) for clarifications on this week's exercises pedagogy !

### Question 1

(10 points) Click [here](#) to play a match of Hunter. When the match is over, push the Record button to generate a result code and enter the code into the corresponding box. Be careful to copy the code exactly.

You entered:

1562

Your Answer		Score	Explanation
1562	✓	10.00	
Total		10.00 / 10.00	

### Question 2

(10 points) Click [here](#) to play a match of Alquerque. As your opponent, use the parametric

player with Gaming Strategy set to Legal or Random. When the match is over, push the Record button to generate a result code and enter the code into the corresponding box. Be careful to copy the code exactly. When the match is over, push the Record button to generate a result code and enter the code into the corresponding box. Be careful to copy the code exactly.

**You entered:**

7777

Your Answer		Score	Explanation
7777	✓	10.00	
Total		10.00 / 10.00	