

Artificial Intelligence: Poker Project Grading Criteria

DT8012, Halmstad University December 2019

To complete the project, a report and the corresponding code of an agent is required to be submitted. The report shall contain the following content:

- Abstract: a general description of what you have achieved:
 - What type of agent you have implemented?
 - What is the underlying strategy?
 - How well does it perform?
- Introduction: a short description of the project
 - The poker game, rules, and settings
 - What types of agent and AI methods can be applied?
 - Are any relevant work being applied to this problem?
- Method
 - Strategy and methods employed
 - PEAS description
 - Expected behavior
- Experiment and tournament result
 - What have you observed when playing against a random agent or any agent you have developed?
 - Does the result match your expectations?
 - Observation from the (pre-)tournament
- Conclusion

Grading Criteria:

- Grade 3: a rational agent
- Grade 4: a reflex agent that takes the opponent's action into account.
- Grade 5: an agent with machine learning method in-built
 - (optional) perform training in an online manner and can deal with streaming data
 - dataset from lab 4 can be used as training data