

Dear Group 12,

Task 1: We like that you give the calculations for the possible states and actions. In the states you only write about possible moves for the queen and the knight, is that because the queen moves also include all possible moves of the other pieces? Maybe you could make this clearer.

Shouldn't the transition function be concerned with state is reached when performing a certain action? And if it is deterministic?

As we learned (after handing in our solution), adding rewards for pieces other than the king can bias the game towards favor short term rewards rather than winning the game.

Punishing single turns might not be necessary.

Task 2 looks good, you could copy the rewards just for the sake of completeness.

In Task 3, one could argue, that you only give one example each instead of two in general, this may be a bit strict though, and we are of course not judging 😊

Otherwise, nicely done.

Best,  
Group 20