DTU

TECHINCAL UNIVERSITY OF DENMARK

02180 INTRODUCTION TO ARTIFICIAL INTELLIGENCE

Assignment 1: A.I. Solution To Solve The Game Of 2048

AUTHORS

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Table 1: Contributions

	Edrin	Gisle	Ignacio	Paulo
1. Game Implementation	80%	0%	20%	0%
2. MinMax Algorithm Planning	20%	20%	35%	25%
3. MinMax Algorithm Implementation	0%	10%	20%	70%
4. Expectimax Algorithm Planning	20%	30%	30%	20%
5. Expectimax Algorithm Implementation	5%	80%	5%	10%
6. Write Report	20%	25%	35%	20%

March 24, 2025