Russell Kook
Jia-Jia (Jay) Lin
russkook_jial8_dbg_agent.py
russkook_jial8_sbg_agent.py

Assignment 3 for CSE 415, Winter 2020, University of Washington

Deterministic Simplified Backgammon Agent

- Who did what:
    - Agent Class: Jay
    - Static Evaluation Function: Jay
    - Mini-max Search: Russell
    - Alpha-Beta Pruning: Jay
    - Defining “successors” and “other” method: Russell
    - Debugging: Russell
    - The Report: Jay
- How the static evaluation function works.
    - The function takes in the current state of the board and counts the number of red pieces and white pieces in certain locations.
    - It counts the number of red pieces in its home board and stores the sum, and the same for white.
    - Finally, it returns a number: the difference of white (positive for maximizing player) minus red (negative).

Stochastic Simplified Backgammon Agent

- Expectimax: Jay
- Agent class: Russell

Partnership retrospective.

- What issues you faced or didn't face related to the partnership:
    - Issues faced: Understanding the spec and collaborating with TAs unfamiliar with the homework was very difficult for both of us. Fixing our homework after spec updated during the week was also confusing.
    - Didn’t face: had similar schedules, met up to work on the project together often
- Any lessons you learned as a result of working in this partnership:
    - Should start even earlier to have more time to understand spec and ask questions to the professor and on Ed.