Hi Kenzie and Luke,

Hope you all have a good start of weekend!!!

Sorry I have work shifts this weekend, so just left some notes related to the report writing and preparation for your suggestions. For the next week, I will be back on the assignment from Monday night to Wednesday and maybe leave Thursday and Friday or even the weekend (if 48hrs extension is available) for us to review and adjust it before submission?

- Do you have any preferred report editing format? I can do LaTeX or Word.

- Any handwritten graph or note used on coding which you think we can use in report, I can also edit it into a figure (I use draw.io).

- Here are the sections and subtitles according to the assignment guide... (in blue) Should we need introduction and conclusion? or abstract is enough?

A report in pdf format strictly limited to 4 pages in total (be concise!) containing:

• One section that explains clearly your state representation, your heuristics, and any other important features needed to understand your solver.

• Once section on your testing methodology. How did you validate your code? Did you create toy problems to verify that your code behave as expected?

• Once section that describes the performance and limitations of your solver.

Quick notes about what we can talk about each section, feel free to add/adjust!!

|  |  |  |
| --- | --- | --- |
| 1. Introduction |  | What is Sokoban game  The purpose of the report… |
| 2. Solver Features | 2.1 State Representation | Initial, goal, taboo |
|  | 2.2 Heuristics | Estimated cost from state to the goal  Heuristic functions |
|  | 2.3 Other Features | Actions:  movements(Up, Down, Left, Right)  check actions(Up, Down, Left, Right)  Taboo cells:  Corner cells, wall cells between two corners  Cost:  Heuristics + box weight |
| 3. Testing | 3.1 Methodology | A\* search |
|  | 3.2 Validation |  |
| 4. Performance and Limitations |  |  |
| 6. Conclusion |  |  |
| Reference (if required) |  |  |