

COE 292: Introduction to Artificial Intelligence

Project

General information

In the project you are going to be programming an intelligent agent that can play the tic-tac-toe game against an adversary. The project has three files as shown below:

1. COE292 Project T212.pdf: this file has the administrative rules.
2. Project 1 Description: this file has the technical details and required task to be done.
3. Tictactoe.zip: this file has the skeleton program you will be using to implement your agent.

Group Formation Rules

You should work in a small group consisting of two (2) students. To promote forming multidisciplinary groups, each group must have at most one student from computing background, i.e., only one student from computer science, software engineering and computer engineering is allowed per group. You are to select your team member and inform your instructor accordingly before the deadline set by your instructor. If the deadline of grouping is reached, and some students did not select a team, your instructor will place you in a team.

Evaluation of the Team Members

The group will have to identify what part of the project was done by each team member and the amount of contribution made by each member. This will have direct impact on the grade they will obtain. For this purpose, a small peer evaluation sheet will be shared with students to confirm the participation of the group members.

Evaluation Criteria

The evaluation will be done as follows:

| No | Item | Points | Notes |
|----|----------------------------|--------|--|
| 1. | Peer evaluation submission | 1 | If you submit the peer evaluation form given by your instructor for your peer you will get this point. |
| 2. | Peer evaluation result | 9 | Depending on the scoring in the peer evaluation, you will get points. For a perfect evaluation you will score 9. |
| 3. | Grading the submitted code | 90 | The code you submit will be graded and if you pass all test cases you will get the full mark. Part of grading is playing the game and observing if your agent is behaving intelligently. |

Due Dates

The project is due on **10 March 2022**