

COM2001 2017-18 Assignment 3

Marking Criteria

The mark scheme allocates 20% of the available credit is to the design, 50% for the implementation and 30% for the results.

These are the criteria which will be used in providing feedback:

Design

- Does the design provide a framework for implementing a number of different players?
- Are the players themselves well-designed: is it clear from the design how the players decide on their moves?

Implementation

- Is the framework well-coded, making good use of Haskell features?
- Is the framework well-tested?
- Are the players well-coded?
- Are the players well-tested?

Results

- Are there comparative results for the players?
- Are the results well-presented?
- Do the results show how performance improves as more knowledge is added to the player?
- How smart are the players? How much knowledge about the game do they capture?