Title of the Document

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Abstract. Summarize the paper in a paragraph of two. It should contain at least 70 and at most 150 words. You should motivate the research done, give some details about the experiments run and briefly mention the most important findings.

1 Introduction

Give an introduction to the problem tackled. Why it is important? Outline the rest of the document.

2 Literature Review

Perform a literature review: What has been done before in this field? What is the main technique/s used in the paper, and what has it/they been used for in the literature before? Give references to the most relevant work published. Example: [1]

3 Benchmark

Explain the problem that is being solved, including its main difficulties. Also give some hints on how your agent interacts with the framework, how does the framework work, etc. Give references as needed.

4 Background

Explain in detail the technique(s) used through this project, citing other papers if needed. Feel free to include diagrams, pictures, pseudocode, and also to organize the section using subsections.

5 Techniques Implemented

Describe the controller you created. Explain how it works, in which technique(s) is it based on (probably from previous section), and include figures and pseudocode as needed.

6 Experimental Study

Detail the experimental setup used to test the different versions of the algorithm you have been working on.

7 Analysis

Analysis of the development process (What things worked? What things didn't work? Did something surprise you?).

Analysis of the results. Present the results in an understandable manner (graphics, tables, etc.). Draw conclusions about what things worked (and why) and which didn't (and why).

8 Conclusions and Future Work

Explain the main contributions of this work: what are the most important findings. Finally, explain how could this work be extended. What would be the next steps?

Note that conclusions **must not** be a reflection of what did the assignment mean for you as a student, but a **critical summary** of the work and findings of the project

References

1. C. Browne, E. J. Powley, D. Whitehouse, S. Lucas, P. I. Cowling, P. Rohlfshagen, S. Tavener, D. Perez, S. Samothrakis, and S. Colton, "A Survey of Monte Carlo Tree Search Methods," *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 4:1, pp. 1–43, 2012.