

Total: /100

Bonus: +10 Genetic Algorithm

Late submission:

-5 per day for late submission

Program Correctness: /85

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1) Steepest Hill Climbing: /40

\* The percentage of steepest hill climbing should be around 14%

-10 if the percentage is too high

Special cases, some students allow hill climbing with sideways moves, in that case, the percentage could be very high.

They need to specify this in their project report.

2) Simulated annealing or genetic algorithm or Min-conflicts /45

\* Should solve most of the n-queen problem

\* for simulated annealing and min-conflicts, they need to analyze the percentage of

problems solved

-10 if the percentage is too low

\* for genetic algorithm, they just need to show that GA is able to solve a puzzle problem

Project Report: /15

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\* Has analysis of the percentage of n-queen problems solved

\* Need to provide three sample output of solved n-queen