Computer Science 384   Sunday, February 26, 2017
St. George Campus   University of Toronto

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AI Fixed Project Assignment
Final Projects Due: Wednesday, April 5, 2017 by 11:59 PM

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Preface: Every student in CSC384 must either individually complete the "fixed project" or work in a group to complete a "custom project" designed by the group. This document describes the "fixed project" option.

Late Policy: No late penalties will be applied for this assignment. Materials are due on the date specified unless otherwise stipulated by the instructor. The project report and source code are due on the last day of class (April 5) but if you have remaining grace days, they may be applied.

Total Marks: This assignment represents 15% of the course grade.

Teaming: No teaming. This project is to be performed **individually**.

Brief Informal Description of the Fixed Project

Topic: The "fixed project" for CSC384 will be on the topic of Game Tree Search for playing the game of Pac-Man.

Structure: The structure of the fixed project will be similar to the structure of previous course assignments. Students will experiment with different game-playing strategies (e.g. minimax, alpha-beta prunning, . . .) to guide Pac-Man to a victory. Students will get immediate feedback on their implementations by running these in a Pac-Man simulator which will be provided.

Difficulty: The difficulty of the project is intended to be slightly higher than the difficulty of regular course assignments. As a rough estimation, the project difficulty will reflect the 15% weight in the course grade, versus the 10% weight of each assignment.

More information to follow.