

[◀ Back to Artificial Intelligence Nanodegree and Specializations](#)

# Build a Game-Playing Agent

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HISTORY

Meets Specifications

Great job on getting the code working on this one. Really appreciate the effort you put into the three heuristics and the reasoning through their design and results. Good work!

**Project completed!**

**Game Playing Agent**

The minimax and alphabeta functions pass all test cases.

Correct!

**Submission Includes All Files**

All required file included.

Correct!

**Heuristic Analysis**

At least three evaluation functions are implemented and analyzed.

Passed, 🍑

Three heuristics implemented, described, and analyzed

A brief report lists (using a table and any appropriate visualizations) and verbally describes the performance of agents using the implemented evaluation functions. Performance data includes results from tournament.py comparing (at a minimum) the best performing student heuristic against the ID\_Improved agent.

Nice result analysis.

The report makes a recommendation about which evaluation function should be used and justifies the recommendation with at least three reasons supported by the data.

Passed, 🍑

Includes recommendation with justifications.

## Paper Summary

The write up is approximately 1 page (500 words) and includes a summary of the paper (including new techniques introduced), and the key results (if any) that were achieved.

Nice and concise summary. 🍑

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