

## Grading Policy

The basic evaluation is as follows:

- 15%—if code can be successfully compiled on the competition server and can successfully play one game (regardless of outcome);
- 30%—if code could beat *randomMove*, a bot that performed random moves;
- 45%—if code could beat *noLook*, a bot with a board evaluator but no game tree;
- 60%—if code could beat *heithoff*, a bot with a board evaluator and game tree with four levels of look-ahead;
- 75%—if code could beat *rlawrenc*, a bot with a very strong board evaluator and game tree with four levels of look-ahead;
- Bonus competition credit will be awarded to every participating student according to the following formula:

$$\text{bonus credit} = 25\% * W,$$

## 比賽方式

- Student Code vs. TA Code :

五戰三勝制，一律由 TA Code 先攻，接下來輪流攻守交換，五場中能  
贏過助教三場則得到分數(贏則全拿，輸則拿不到分數!)。

- Student1 Code vs. Student2 Code :

假設今天要計算 Student1 bonus credit，會先將 Student1 設定為先  
攻與其他同學進行比賽，再將 Student1 設定為後攻與其他同學進行  
比賽，最後根據贏的場次數目決定 W(假設 60 場中贏了 50 場，則  
 $W=50/60$ )。

- 注意事項：請勿直接抄襲助教程式碼繳交，發現一律零分計算。

-----下一頁還有 Report 說明-----

## Report

- 1) Project Description
    - 1-1) Program Flow Chart
    - 1-2) Detailed Description
  - 2) Screen Shots
    - 2-1) Partial Implemented Code
    - 2-2) GitHub Control History
    - 2-3) Compare with TA's AI Code with Student Id
    - 2-4) Your Rank with Student Id

- 2-1) 請在 Report 中附上 algorithm\_A 程式碼
- 2-3) 在本地端與 TA 程式碼進行比賽，並將結果截圖放到 Report 之中。除此之外，若能夠戰勝 TA 程式碼，請分析獲勝的原因為何。建議比賽方式採五戰三勝制(同上述評分方式)。
- 2-4) 刪除，不需要附在報告當中。