Project Description (CSE472_AI)

Introduction

This project is to be carried out by a group of 3-4 students. The main goal of the course project is to implement an application that runs several AI search strategies(uniformed/informed search).

Detail of the task

The project should contain at least the following Items:

- Module to draw a weighted graph (directed or undirected), with a node designated as a start node and some of nodes as goal nodes.
- Module to select and apply the AI search Strategy on a given graph. The search strategies include Depth First, Breadth First, Uniform Cost, Iterative deepening, Greedy Search and A* Search. The implemented project should contain the two categories of search strategies (Uniformed /Informed).
- Use python as a programming language to implement the search methods, however, the student can use any GUI to wrap her/his application.

The total students are divided to groups each group consists of 3- 4 students. Each group has a team leader which is responsible for communicating with the teaching assistant and instructor. The team leader is responsible for delivering the different tasks on the team members. The presentation of the project will be presented on-campus.

What you should hand in

The final presentation will be in the eleventh week and includes the implementation of the project.