

PROJECT

Build a Game-Playing Agent

A part of the Artificial Intelligence Program

PROJECT REVIEW

CODE REVIEW

NOTES

Meets Specifications

SHARE YOUR ACCOMPLISHMENT



All done! 🎉

Easily one of the best reports I've seen. Very detailed and thorough in all important respects.

Congratulations, and good luck with the rest of your nanodegree!

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.

Great ideas for your heuristics, and awesome analysis in your report 🍌🍌🍌

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.

Great job running the tournament for multiple rounds with different numbers of matches to get rid of randomness!

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.

I agree with your recommendation and reasoning 🍌🍌

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.

Great summary of AlphaGo!

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