

Homework 4 - Agent World

COEN 266, Spring 2018

Overview

Design an agent that will operate in a virtual environment, populated with vegetation, predators, and your fellow classmates.

See the “Agent World” description document on Camino for complete details on the environment representation and the Scheme interface that must be followed.

See the “README” file in the AgentWorld sources for information on configuring your own environments.

Performance Metric

Your agent will be rated based on the number of turns it survives + the amount of remaining energy it has at the end of the simulation.

Grading

This assignment will be worth 200 points. You will be graded on your use of topics discussed in the class to create an effective agent. The agent will operate in 5 predetermined environments (Balanced, Certain, Lush, Predatory, and Sparse), and 5 novel environments.

Additionally, when the scores of all rounds are added up, the top 5 students will get the following bonus points on this assignment:

First place: +150 points
Second place: +125 points
Third place: +100 points
Fourth place: +75 points
Fifth place: +50 points

Submission

Zip up your code and submit it to Camino. ***Please send me only your agent, not the entire AgentWorld environment.***

Timeline

2 June (7:00am): Preliminary submission due - if you wish to participate in an un-graded dry run with other students, submit your agent by this date. All participating students will be able to see the results of the dry run. This can be a good opportunity to test your algorithms prior to the final submission.

11 June (7:00am): Final submission due.

No late assignments will be accepted.