

Udacity A.I. Nanodegree

Project #3

Adversarial Game-Playing Agent

	PLAYER 1	PLAYER 2
MINIMAX	39.50%	24.10%
GREEDY	100%	100%
RANDOM	82.60%	79.30%
SELF	50%	50%

What features of the game does your heuristic incorporate, and why do you think those features matter in evaluating states during search?

There are multiple features that I took into consideration when I created my heuristic. The most effective feature for me, especially against greedy,

Analyze the search depth your agent achieves using your custom heuristic. Does search speed matter more or less than accuracy to the performance of your heuristic?

Accuracy matters more to the performance of my heuristic than search speed or depth. While working on my assignment, search speed was never an issue, only accurately predicting the best moves. In particular, my mirroring technique uses a function to quickly determine the 3 corresponding moves.