

# **Artificial Intelligence: Project Part A**

Due on April 12, 2019 at 11pm

Luca Kennedy, William Price

## 1 Chexers as a Search Problem

*How have you formulated the game as a search problem? (You could discuss how you view the problem in terms of states, actions, goal tests, and path costs, for example.)*

## 2 Search Algorithm choice

*What search algorithm does your program use to solve this problem, and why did you choose this algorithm? (You could comment on the algorithms efficiency, completeness, and optimality. You could explain any heuristics you may have developed to inform your search, including commenting on their admissibility.)*

## 3 Strains on Time and Space Complexity

*What features of the problem and your programs input impact your programs time and space requirements? (You might discuss the branching factor and depth of your search tree, and explain any other features of the input which affect the time and space complexity of your algorithm.)*