CSC242 Introduction to Artificial Intelligence
Project 1 Submission Form

Complete this form using a PDF viewer/reader, save it, and submit it with your code on BlackBoard.

Last name: Yahn First name: Bryce

NetID: 30876583

Did you do Part 1? Yes

- Where are the abstract elements based on the formal model of adversarial search defined?

  The class State is the abstract element representing the state and containing the Actions a

- Where are the specific implementations of those elements for Checkers defined?

  The state is defined in the state class. The initial state is a state that is first defined in the

- Where is your implementation of the MINIMAX algorithm?

  In the file MoveMaker

- What class or file do we run to run your 4x4 game?

  MainGame

- Does it play quickly and pefectly? Yes No

Did you do Part 2? Yes

- Where can we find your implementation of H-MINIMAX?

  In the file MoveMaker

- Where can we find the definition(s) of your heuristic function(s)?

  In the file MoveMaker called eval()

- Where can we find your implementation of alpha-beta pruning?

  Inside of the H-Minimax function

- What class or file do we run to run your 8x8 game?

  MainGame

- Comment very briefly on how well and how quickly it plays.

  I am not very good at checkers, but it has consistently beat me and one of my friends. If t

One last question:

- Java programmers: Do you have a nice, short, clear `main` method that creates instances of your other classes and runs the game?

  Check one: Yes No I don't know

- Python programmers: Did you use good object-oriented design, with classes, avoiding global functions and variables, and doing very little outside of any method or function?

  Check one: Yes ☐ No I don't know

- C Programmers: Did you use "`-std=c99 -Wall -Werror`" and does your code have a clean report from `valgrind`?

  Check one: Yes No I don't know

Put any other comments or instructions in your README.txt (or README.pdf) file.