

Total: /100

Late submission:
-5 per day

Project Report: /15

Proper output is included.
A simple discussion of evaluation function.
Any experience learned in the process.

Program Correctness: /85

-5 if the game is not following the standard requirements and hard to use
(board configuration, etc.)
-15 if alpha-beta pruning is implemented, but most of the moves are not
making sense
-5 if alpha-beta pruning is implemented, but some of the moves are not
reasonable
-40 if alpha-beta pruning is not implemented, but the program makes some
reasonable moves
-50 or more if program does not compile or run (depends on how much is
implemented)