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.

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Did you do Part 1? Yes ✔

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

  state, winning , actionsavailable

- Where are the specific implementations of those elements for this term's game defined?

  game, state, board

- Where is your implementation of the MINIMAX algorithm?

  game

- What class or file do we run to run your program for part 1?

  game

- Does it play quickly and pefectly? Yes ✔   No ☐

Did you do Part 2? Yes ✔

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

  board

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

  board

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

  board

- What class or file do we run to run your program for part 2?

  board.java

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

  My AI is pretty dumb

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/C++ Programmers: Did you use "`-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.