

PROJECT

Build a Game-Playing Agent

A part of the Artificial Intelligence Nanodegree and Specializations Program

CODE REVIEW	
NOTES	
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RE YOUR ACCOMPLISHMENT! 🏏 🚹	
eets Specifications	
r work shows that you have now good understanding on algorithms and heuristics.	
gratulations on completing the project. \$\P\$	
5-deductions on completing the project of	
me Playing Agent	
e minimax and alphabeta functions pass all test cases.	
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Test Result Summary	
Test Result Summary	
Test Result Summary	
Test Result Summary ***********************************	****

Submission Includes All Files



Heuristic Analysis

At least three evaluation functions are implemented and analyzed.

Four evaluation functions are implemented and analyzed. Good experiment.

A brief report lists (using a table and any appropriate visualizations) and verbally describes the performance of agents using the implemented evaluation functions. Performance data includes results from tournament.py comparing (at a minimum) the best performing student heuristic against the ID_Improved agent.

You have gone ahead to calculate the mean and standard deviation of the matches from each experiment. &

The report makes a recommendation about which evaluation function should be used and justifies the recommendation with at least three reasons supported by the data.

Paper Summary

The write up is approximately 1 page (500 words) and includes a summary of the paper (including new techniques introduced), and the key results (if any) that were achieved.

It's good practice to mention reference in research paper.

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