LaSalle College
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February 5, 2019
Advanced Data Structure: 420-J13-AS

Project Week 1

Overview

For your final project, you will design and implement artificial intelligence (AI) algorithms to play simple games. These algorithms will be tested and scored against dummy algorithms and also submissions from other students. Your AI will be simple at first, but at every iteration it must improve and adapt to new requirements and harder opponents.

The first week is dedicated to setting up your environment properly and getting ready to start working on your AI. Your AI is not expected to have any strategy at this point. The goal is simply to understand and prepare your working environment.

Grade Distribution

Game 1 (RPSLS)	10%
Game 2 (to be announced)	10%
Report	10%
Total	**30%**

Week 1 Submission Due February 12

Instructions

1. Clone the project at https://github.com/felixsoum/420J13AS-RPSLS
2. Find the file that is assigned to you. It will be located in the path: `\RPSLS\AI\S{section number}\{4 letters of permanent code}.cs`
3. Using the constructor of your class, assign an appropriate value to the variables *Nickname* and *CourseSection*.
4. Implement the *Play()* method to return any valid move instead of throwing an exception.
5. Test that your AI runs properly by going to Program.cs and substituting *GenericOneAI* by your class, then running the program (Ctrl + F5).
6. Submit only your class file to Lea.

Week 1 Grading Detail

[1 point] For following the instructions properly and your AI runs without any errors.