Project Part B: Additional Submission Instructions

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Purpose

Due to load issues on the School of Engineering student machines, the original `submit` project set up for submission of Project Part B (`COMP30024 ProjB`) is no longer able to fully verify all submissions. All submissions to this original project are safe and submission to this project will not cause any problems during marking. However, if you would like to make further submissions, it is recommended that you use the alternative commands as listed in the sections below.

Submitting without test games

If you would like to make a new submission, you should use the following commands:

```
submit COMP30024 ProjB.nogames (list of all of your files)

verify -t COMP30024 ProjB.nogames > verify.txt
less verify.txt
```

The latest submission to this project (or the original project) from your group is the one which will be marked. The submissions to the test game projects described below will not be marked; these projects are for your testing purposes only.

Playing test games

If you would like to submit *and play a test game*, you should use the following commands:

1. A 5x5 game with your player playing against itself:

   ```
   submit COMP30024 ProjB.5x5game (list of all of your files)

   verify -t COMP30024 ProjB.5x5game > verify5.txt
   less verify5.txt
   ```

2. A 6x6 game with your player as Horizontal against a player making random moves:

   ```
   submit COMP30024 ProjB.6x6game (list of all of your files)

   verify -t COMP30024 ProjB.6x6game > verify6.txt
   less verify6.txt
   ```

3. A 7x7 game with your player as Vertical against a player making only forward moves:

   ```
   submit COMP30024 ProjB.7x7game (list of all of your files)

   verify -t COMP30024 ProjB.7x7game > verify7.txt
   less verify7.txt
   ```

Please be considerate of other students when using these test game projects---do not submit to these projects over and over again. You should perform your own testing in between submissions to make sure that you are ready to make a resubmission. Instructions for compiling your project on the student machines are included in the section below.

Testing without submitting

You may find it more efficient to test on the student machines without repeatedly using `submit` and `verify`. Here is an example of how you can do so. Once your files are on `dimefox`:

```
javac -d bin -cp JARS g:none *.java

java -cp bin:JARS -Xmx1500k aiproj.slider.Referee 5 AGENT1 AGENT2
java -cp bin:JARS -Xmx3000k aiproj.slider.Referee 6 AGENT1 AGENT2
java -cp bin:JARS -Xmx3000k aiproj.slider.Referee 7 AGENT1 AGENT2
```

Here, `JARS` is a list of any .jar files included in your submission (possibly empty) separated by colons (':' characters). `AGENT1` and `AGENT2` are the SliderPlayer classes you wish to test.

`-Xmx1500k` is used to limit the memory to 750k for each player, and `-Xmx3000k` to 1500k each.

Late submission

As for Project Part A, late submissions will incur a penalty of two marks per working day (or part thereof). If you cannot submit on time you should contact Mathew Farrugia-Roberts (matt.farrugia@unimelb.edu.au) via email (please use the subject header "COMP30024 Project B Submission") at the soonest possible opportunity (this generally means before the deadline). If you have a medical reason for being late, you will be asked to provide a medical certificate. We will then assess whether an extension is appropriate. Requests for extensions on medical grounds received after the deadline may be declined. Note that computer systems are often heavily loaded near project deadlines, and unexpected network or system downtime can occur. You should plan ahead to avoid leaving things to the last minute, when unexpected problems may occur. Generally, system downtime or failure will not be considered as grounds for an extension.

Late submission will be through the following commands:

```
submit COMP30024 ProjB.nogames.late (list of all of your files)

verify -t COMP30024 ProjB.nogames.late > verify.txt
less verify.txt
```

Or:
```
submit COMP30024 ProjB.late (list of all of your files)

verify -t COMP30024 ProjB.late > verify.txt
less verify.txt
```

The test game projects will remain open after the deadline. All late submissions must go through `COMP30024 ProjB.nogames.late` or `COMP30024 ProjB.late`. All late submissions must be accompanied by an email to let us know that you have made a submission.

Submission issues

Once again, if you experience problems with the submit system, you should contact Matt Farrugia by email (matt.farrugia@unimelb.edu.au). Please also send a copy of the files you are trying to submit, in case there isn't time to sort any problems before the final deadline.