# Project Summary

*Short summary of the project setting.*

# Propositions

*List of the propositions used in the model, and their (English) interpretation.*

# Constraints

*List of constraint types used in the model and their (English) interpretation. You only need to provide one example for each constraint type: e.g., if you have constraints saying “cars have one colour assigned” in a car configuration setting, then you only need to show the constraints for a single car. Essentially, we want to see the pattern for all of the types of constraints, and not every constraint enumerated.*

# Model Exploration

*List all the ways that you have explored your model – not only the final version, but intermediate versions as well. See (C3) in the project description for ideas.*

At one point, I wasn’t sure what was happening with the dice placed in a slot forcing the case colours to be set correctly. In order to debug this i wound up implementing a function that printed all of the information about the propositions of a certain dice that happened to be true. This function looked like this:

Text

Description automatically generated

Essentially, we just want to find all of the parts of the solution that deal with some small part of the overall problem. We were able to use this to figure out what was happening with a particular dice, and cross reference it with the visualization used for the entire case.

# Jape Proof Ideas

*List the ideas you have to build sequents & proofs that relate to your project.*

# Requested Feedback

*Provide 2-3 questions you’d like the TA’s and other students to comment on.*

# First-Order Extension

*Describe how you might extend your model to a predicate logic setting, including how both the propositions and constraints would be updated.* ***There is no need to implement this extension!***

# Useful Notation

*Feel free to copy/paste the symbols here and remove this section before submitting.*