Total: /100

Late submission:

-5 per day

Project Report: /15

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Proper output is included.

A simple discussion of evaluation function.

Any experience learned in the process.

Program Correctness: /85

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-5 if the game is not following the standard requirements and hard to use (board configuration, etc.)

-15 if alpha-beta pruning is implemented, but most of the moves are not making sense

-5 if alpha-beta pruning is implemented, but some of the moves are not reasonable

-40 if alpha-beta pruning is not implemented, but the program makes some reasonable moves

-50 or more if program does not compile or run (depends on how much is implemented)