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CS 499

Professor Krupa

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4-2 Milestone: Artifact 2 Algorithms

The artifact that I will be submitting to display my understanding of algorithms is a final project that displays an AI algorithm. This algorithm is a basic AI that uses prior attempts to gauge the next attempt of the program to get a better score. The program is a "game" for the AI that plays a pirate. The goal for the pirate is to find the treasure. The pirate has a randomized starting position and the map randomizes as well. I included this in my portfolio as AI is the future of the CS field. AI will soon be everywhere we look and showing my understanding of it will help me show my competency in the field. I also feel that since AI is the future of CS I feel that showing my understanding of a new and emerging sect of CS is a true testament to SNHU and my growth as a student. This artifact being a final project was graded and was not completely correct. I did not properly code the pirate and did not have him start at a random location. He started in the same square and got too good at the game too fast.

I did meet the course objectives with this piece. The understanding of algorithms that I was able to achieve with this artifact is pronounced in the nature of the AI algorithm. I did have considerable trouble gaining access to this artifact but once I was able to access the artifact I was able to find the error in my coding and fix it. What I learned from enhancing this artifact is that even though I am far removed from writing this type of code I was able to understand it enough to fix my error. This is a testament to my professors and my ability to understand this concept. I do place a lot of that on the

professors that have helped me along the way in this educational journey. The largest challenge I

faced was being able to edit the file that I had access to and gaining access to properly change the

file as it was locked due to the environment that the file was created in.