# Connect-4 AI Programming Project

General idea:

You program an AI that plays Connect-4.

Your program will play against other programs or a human opponent during the Lego Robot Round-Up (last Thursday night of the semester). Detailed instructions for how this will be made possible will be made available.

You write about the program according to the following guidelines:

Write a well-constructed essay of about 2 to 3 pages (typed, double spaced) which incorporates each of the following:

1. INTRODUCTION: Provide some background for the project. Why did you pick this project? What questions were you hoping to answer? Does it relate to any of the material we discussed in class?
2. PROGRAM: Give an informal, high-level, description of the program. What does it do? What functionality does it have? How does the user use it? Don’t go into any programming details here! If you want, you can include a print-out of the program as an appendix to the paper, but you don’t have to.
3. RESULTS: What is your program able to do (or not do)?
4. DISCUSSION: Did the program satisfy your goals? If not, can you say why? How did the program relate to anything we talked about in class? What improvements/extensions would you like to see?

You hand in your write-up and all of your code (source and executables … a link to a code repository like github will be just fine!) by Friday December 10.

Note: You will have to go to class (in Sage 5711) every Monday and Thursday to discuss your progress.