Term Project

Introduction to Artificial Intelligence and Machine Learning
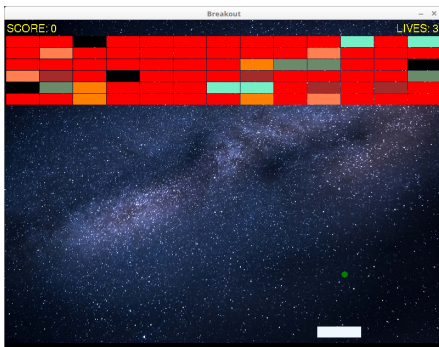
11/14/2018

Project objective

Knowing how to implement an agent with good performance.

Breakout based on `https://github.com/shivambachhety/break-bricks--pygame`

Files need to edit

- Python module agent.py and any other files you need to add.

- If you import others packages, you should write comments and give clear instructions about how to acquire the packages.

- **BE SURE THAT ADDED FILES YOU NEED IS PUT UNDER THE SAME DIRECTORY WITH agnet.py AND LOADED WHEN YOU IMPORT.**

In agent.py

Function decide(instr) is the core of the agent.

output	1	−1	others
movement	right	left	none

More about input

- Input string instr is a binary string.

- It has the information about ball, paddle, bricks, number of lives left and score.

- See breakbricks.py for more detail.

How to test

python3 piper.py

Grading

Baseline score will be graded based on the median of the scores in multiple runs.

Simple baseline: 7%   released on 2018-12-05
Hard baseline: 2%   released on 2018-12-26
Tournament: 1%

Files to submit

A compressed file in the format of .zip or .gz
with only agent.py and any other files you added.

Deadline

- 2019-01-09 27:00

- Late submission penalty is the same as the one of homework 1 through 4.

Reminder

- The whole project is written in python3.
- Make sure command 'python3' is a valid command which starts python3.
- If a ball stucks at or passes through any object, please inform us with a screenshot.