

Project 1, 2017

Deadline: Wednesday 30 August 19:00

This project counts towards 10% of the marks for this subject.
This project must be done individually.

Aims

The aims of this project are to improve your understanding of the various search algorithms and to experience how to derive heuristics, using the Berkely Pac Man framework.



http://inst.eecs.berkeley.edu/~cs188/pacman/project_overview.html

Your task

Your task is to complete the assignment at <http://inst.eecs.berkeley.edu/~cs188/pacman/search.html>. You can download the zip with all the necessary files to complete the project, the description of the task is contained within that.

Marking criteria

We will follow the marking criteria specified in the instructions <http://inst.eecs.berkeley.edu/~cs188/pacman/search.html>. There are a total of 28 marks available in that marking criteria, including 3 bonus marks. For the 25 ‘standard’ marks, we will take a normalised score out of 10, rounded up to the nearest half mark. The 3 bonus marks will be worth 0.5 mark.

Submission

You must submit solution electronically, include all your files (py, test, etc.), using the following command to submit your work

`submit COMP90054 1 <your files>`

Please note the following:

- **Please only submit the *py* files you have modified.** Do not modify the filenames, otherwise our scripts will fail to execute your code.
- You will need to login to the server *dimefox.eng.unimelb.edu.au* using a secure shell connection using port 22. Once logged in, copy your files over and use the ‘submit’ command above.
- The *dimefox* server is only available either on-campus machines or using a VPN connection (instructions on unimelb website for how to setup VPN <http://studentit.unimelb.edu.au/findconnect/vpn>).
- You can either tar or zip your files if you choose, or submit them individually.
- Note that the script for project 1 will not run your files, so verification will not work.
- Make sure your code runs on Linux. It should at least run on *dimefox.eng.unimelb.edu.au*. You can test your code by running the autograder in the server.

Academic Misconduct

The University misconduct policy¹ applies. Students are encouraged to discuss the assignment topic, but all submitted work must represent the individual’s understanding of the topic.

The subject staff take academic misconduct very seriously. In this subject in the past, we have successfully prosecuted several students that have breached the university policy. Often this results in receiving 0 marks for the assessment, and in some cases, has resulted in failure of the subject.

¹See <https://academichonesty.unimelb.edu.au/policy.html>