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ABSTRACT

Categories and Subject Descriptors
Artificial Intelligence [**Multiagent Systems**]: Planning

General Terms
Artificial Intelligence, Multiagent Systems, Planning

0. INTRODUCTION
What problem are you trying to solve? Why is this important? What are the main results/accomplishments/highlights of the paper. Since the reader is assumed to be familiar with the details and goal of the programming project, this section will probably be fairly short. But you can use it to briefly describe the type of solution you have chosen and why.

1. BACKGROUND
Briefly present the theories that you work relies on. Note that you are allowed to expect the reader to be familiar with everything presented in the course curriculum, but you should at least mention which of these theories you are using and make suitable references. Even for the theories in the course curriculum it might also be necessary to settle the notational conventions, as these sometimes differ between references. If you use theories and ideas outside the course curriculum, you should explain them in a bit more detail, and of course also make suitable references.

2. RELATED WORK
Has this been done before? What is the closest related research? How does your work differ? Related work is sometimes integrated into the introduction or background, and sometimes it is made a separate section towards the end of the paper. To make the related work section, you will be required to do some literature search to see if you can find papers that use similar methods (or combinations of methods) on similar types of problems. A piece of related work could for instance be if someone wrote a paper on using similar methods for the Sokoban domain. Sometimes it can be hard to find related work, but you should do your best. Use e.g. Google and Google Scholar (if a certain relevant paper is licensed, try to download it via findit.dtu.dk).

3. METHODS
How does your client work? Describe its overall algorithmic functionality as clearly and precisely as possible, without going into any implementation details. Describe it in terms of the theories you rely on (as presented in background). Include small, illustrative examples of how the client works. Aim to describe your client suffi- ciently precisely that a reader being an expert in the field would be able to implement a similar solution based on your description (note that this is not an encouragement to describe implementation details, but rather make sure that the overall structure and ideas of your implementation are sufficiently precise).s

4. EXPERIMENTS / RESULTS
Benchmarks (test results) and possibly competition results. Include explanations and analyses of your results. As mentioned under Benchmarks and comparisons below, it is usually a clear strength if you have some results to com- pare, e.g. two different versions of your client with different methods/features/parameters. You could also compare the behaviour of your client on different individual levels that illustrate a certain point, e.g. similar levels resulting in large differences in the clients behaviour.

5. DISCUSSION
What are the strengths and weaknesses of your solution? Why did you choose your particular solution method, and did it work out as expected? If it didnt work as expected, what should have been different? Here you can also include a deeper comparative analysis if you have implemented different methods/clients. Which worked best? Can you get better than that? How?

6. FUTURE WORK
What are the most immediate possible extensions or generalisations of your work? How would you develop it further if you had more time? Does your method generalise to other types of domain? If not, what would be required for it to do so? Sometimes it makes most sense to integrate discussion and future work into a single section. Future work should focus on immediate extensions that you more or less would know how to implement, it shouldnt be very speculative extensions that are not even quite clear to yourself.

7. REFERENCES