

Kat Chonka & Denysse Cunza  
CSCI 350: Artificial Intelligence  
Final Project: Battleship

## Project Timeline

### Sunday Deadlines

#### **WEEK 1- Sun April 26**

- Research Pygame Usage
- Preliminary GUI Design
- Implement basic game functionality
  - Create Player & AI Classes
  - Draft UI Board & playing pieces (ships)
  - Add methods for ship placement and attacks

#### **WEEK 2- Sun May 3**

- Research AI methods:
  - MonteCarlo Methods
  - Q-Learning Methods
- Implement AI Algorithms within game functionality
- Research heuristics to add for optimal game play
- Write test cases

#### **WEEK 3- Sun May 10**

- Implement and test heuristics
- Continue to develop and finalize AI methods
- Begin writing final report
- Debug game

#### **WEEK 4- Sun May 17**

- Testing, debugging, and final modifications
- Graphic enhancements
- Finish final report
- Prepare final presentation
- Create Video Demo of the game

#### **Final Presentation- May 19**