

## **CSC242 Introduction to Artificial Intelligence Project 1 Submission Form**

Complete this form using a PDF viewer/reader, save it, and submit it with your code on BlackBoard.

Last name:

First name:

NetID:

Did you do Part 1? Yes

- Where are the abstract elements based on the formal model of adversarial search defined?
- Where are the specific implementations of those elements for this term's game defined?
- Where is your implementation of the MINIMAX algorithm?
- What class or file do we run to run your program for part 1?
- Does it play quickly and perfectly? Yes      No

Did you do Part 2? Yes

- Where can we find your implementation of H-MINIMAX?

- Where can we find the definition(s) of your heuristic function(s)?
- Where can we find your implementation of alpha-beta pruning?
- What class or file do we run to run your program for part 2?
- Comment very briefly on how well and how quickly it plays.

One last question:

- Java programmers: Do you have a nice, short, clear `main` method that creates instances of your other classes and runs the game?

Check one: Yes      No      I don't know

- Python programmers: Did you use good object-oriented design, with classes, avoiding global functions and variables, and doing very little outside of any method or function?

Check one: Yes      No      I don't know

- C/C++ Programmers: Did you use “-Wall -Werror” and does your code have a clean report from `valgrind`?

Check one: Yes      No      I don't know

Put any other comments or instructions in your README.txt (or README.pdf) file.