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## PROJECT

## Build a Game-Playing Agent

A part of the Artificial Intelligence Nanodegree Program

PROJECT REVIEW
CODE REVIEW 3
NOTES
share your accomplishment! 🏏 👔 Meets Specifications
Dear Student,
you did excellent job on this project! Your code runs flawlessly, contains great documentation, and the loggging features that you put in are absolutely spectacular and Udacious! You provided a great heuristic analysis of your evaluation functions. Your research report is very well written and addresses all ke results of the paper. Very well done!
Keep up the great work, I wish you many wonderful learning experiences in this nanodegree $\textcircled{ extbf{ ex}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}$
Game-Playing Agent
The minimax and alphabeta functions pass all test cases.
All tests pass with flying colors! 🐤
Heuristic Analysis

## At least three evaluation functions are implemented and analyzed.

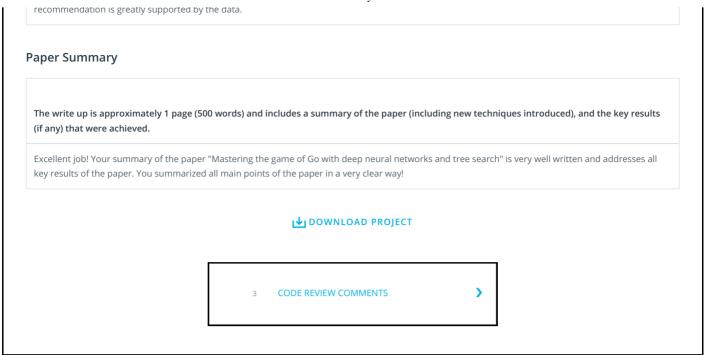
A brief report lists (using a table and any appropriate visualizations) and verbally describes the performance of agents using the implemented evaluation functions. Performance data includes results from tournament.py comparing (at a minimum) the best performing student heuristic against the ID\_Improved agent.

Again, great job! Your report presents the results in a very clear way with an excellent description of the performance of individual agents. As you learned it is hard to beat ID\_Improved with only a better heuristic. A trade-o between a more complex, better heuristic, and a simple, fast heuristic must be made because a simple function allows the search to proceed at a deeper level, which can be more valuable than a better estimate at a shallow depth.

The report makes a recommendation about which evaluation function should be used and justifies the recommendation with at least three reasons supported by the data.

You give a good recommendation about your choice of the custom score. The reasoning behind your implementation is made very clear and the final

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Student FAQ