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: Romano First name: Nicholas

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Did you do Part 1? Yes ✔

- Where are the abstract elements based on the formal model of the game defined?

  Board.java

- Where are the specific implementations of those elements for $m \times n \times k$ Connect-Four defined?

  GameMaster.java

- Where is your implementation of the MINIMAX algorithm?

  AI_Minimax.java

- What class or file do we run to run your 3x3x3 game?

  GameMaster (just use make)

- Does it play quickly and pefectly? Yes ✔ No

Did you do Part 2? Yes ✔

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

  AI_Minimax.java

- Where can we find the definition(s) of your heuristic function(s)?

  Board.java look for scoreBoard() and scoreLine()

- Where can we find your implementation of alpha-beta pruning?

  AI_Minimax.java

- What class or file do we run to run your 6x7x4 game?

  GameMaster (just use make)

- Comment very briefly on how well and how quickly it plays.

  I am not great at connect 3 or connect 4, but I haven't been able to win against my AI (on

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, avoiding global functions and variables, and doing very little outside of any method or function?

  Check one: Yes ☐ No ☐ I don't know ☐

- C Programmers: Did you use "`-std=c99 -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.