

NAO OR NEVER

TEAM MEMBERS:

PIETRO MENOTTI AND LORENZO MOSCARDINI



MOVES

- **MANDATORY_MOVES =**

- [StandInit, Sit, Wipe Forehead,
- Hello, SitRelax,
- StandZero, Crouch]

- **POSSIBLE_INTERMEDIATE_MOVES =**

- [Diagonal_left, Diagonal_right, Stand_from_sit, Move_backward, Move_forward, AirGuitar, ComeOn, Dab, DanceMove, PulpFiction, TheRobot, Mani_sui_fianchi, Ballo_braccia]



OUR STRATEGY (I)

- **CHOSEN ALGORITHM: ITERATIVE DEEPENING SEARCH**
 - Non informed search strategy
 - Combines the advantages of depth and breadth-first strategies
 - It is complete and explores a single branch at a time
 - Selection from random sample of possible intermediate positions



OUR STRATEGY (II)

- **STARTING FROM AIMA LIBRARY:**
 - Class Choreography represents a segment of the global choreography between 2 mandatory moves, modeled as a subclass of AIMA's Problem.
 - In the main() function, the global choreography is built through the iteration of sub-choreography generation



THANK YOU AND...

LET'S DANCE!

