

# NAO OR NEVER

TEAM MEMBERS:

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# 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!

