1) It took 4 generations for me to get a highest average of 51564.0 points. This only took about 20 minutes.

2) [-0.3295304431433811, -0.4362581368300156, 0.3816935575305288, -0.1287483609625879]
I expected negative coefficients for a, b, and d, and expected a positive coefficient for c, which is exactly what produced the best average number of points per game. It was pretty intuitive to not want very high columns or sudden holes in between columns either.

3) As I said when I was originally declaring failure, I do think you should keep this assignment. I think AI (and CS in general) is funnest when people can actually see how the program they wrote relates to real life. Tetris is something that most, if not all, people have played and creating a Tetris AI is very fun to see evolve, especially when it's based on metrics that players might already be thinking of when playing.

```
Average: 510.4
Generation: 0
Best strategy so far: [-0.32299783148078076, -0.2915062589848587, 0.00985624312784128, -0.15297521924697355] with score: 22
316.0
```

```
Average: 2086.2
Generation: 1
Best strategy so far: [-0.3461136484824324, 0.14626507217289753, 0.08898420331401202, -0.042413491843689144] with score: 22
512.0
```

```
Average: 7588.48
Generation: 2
Best strategy so far: [-0.3461136484824324, -0.0114595960390248, 0.3816935575305288, -0.07148690105280875] with score: 3124
0.0
```

```
Average: 12915.88
Generation: 3
Best strategy so far: [-0.05036229996614383, -0.4362581368300156, 0.31487604921902257, -0.07148690105280875] with score: 49
864.0
```