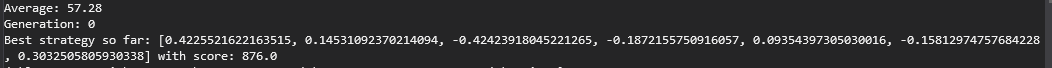
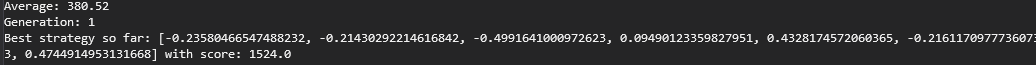
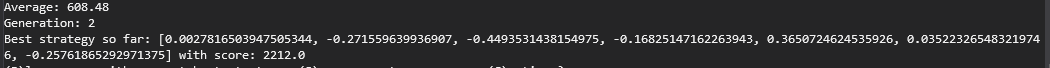
1. While I have not yet reached an average of 50,000+ points for a strategy, my current maximum is 35288 points. This took 15 generations and about an hour.
2. [-0.45568111882105067, -0.13324310990155874, -0.4555482128264561, 0.15160756520094798, 0.25351168018674364, -0.17139951190197655, 0.15059937346594487]

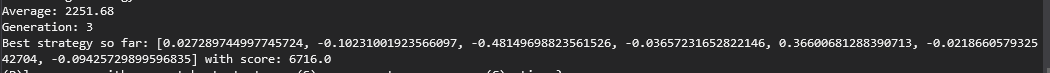
While I expected negative values for coefficients a, b, c, and f, as well as a positive value for e, I wasn’t expecting negative values for d and g. I thought it was intuitive to want less deep and a smaller number of wells for any board state. I also assumed there would be a larger importance for coefficient e but was proven wrong. That might have to do the AI looking at more long-term board states in order to get more points.

1. I did like this assignment! It was simple to figure out after I finished debugging it and it’s actually really exciting to see the average points of generations of strategies go up. The times where you get a particularly high value is particularly exciting!









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 (sum of heights), b (number of holes), and d (sum of absolute value of difference of adjacent columns), and expected a positive coefficient for c (rows cleared), 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.

