

PROJECT

Build a Game-Playing Agent

A part of the Artificial Intelligence Program

PROJECT REVIEW

CODE REVIEW 1

NOTES

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Requires Changes

3 SPECIFICATIONS REQUIRE CHANGES

Great submission, you've done a nice job. It only needs some more work with the heuristics and the report.

Game Playing Agent

The minimax and alphabeta functions pass all test cases.

Correct!

Submission Includes All Files

All required file included.

Correct!

Heuristic Analysis

At least three evaluation functions are implemented and analyzed.

The three heuristics are the same one with different weights. You can keep one of these, but you must implement two more. For example, you can develop a heuristic that only considers their own moves, one that tries to keep the center or the corners, etc.

A brief report lists (using a table and any appropriate visualizations) and verbally describes the performance of agents using the implemented evaluation functions. Performance data includes results from tournament.py comparing (at a minimum) the best performing student heuristic against the ID_Improved agent.

The analysis must be updated because the observation in the previous specification. I also suggest to you to use some charts, they are very useful for analyzing data and for presenting results to other people. Well done increasing the number of matches in tournament.py to avoid randomness in the results.

The report makes a recommendation about which evaluation function should be used and justifies the recommendation with at least three reasons supported by the data.

Same as above.

Paper Summary

The write up is approximately 1 page (500 words) and includes a summary of the paper (including new techniques introduced), and the key results (if any) that were achieved.

Well done with the summary!

 RESUBMIT

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Best practices for your project resubmission

Ben shares 5 helpful tips to get you through revising and resubmitting your project.

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