

PROJECT

| Build a Game-Playing Agent A part of the Artificial Intelligence Program |
|--|
| PROJECT REVIEW |
| CODE REVIEW |
| NOTES |
| SHARE YOUR ACCOMPLISHMENT! 💆 👍 |
| Meets Specifications |
| The report, code source and summary are very good, you've done a great job, congrats! |
| Game Playing Agent |
| The minimax and alphabeta functions pass all test cases. |
| Correct! |
| All required file included. |
| Correct! |
| Heuristic Analysis |
| At least three evaluation functions are implemented and analyzed. |
| The chosen strategies are very interesting, nice job! It looks like AB_Custom3 makes a great effort to lose very match, right? |
| 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. |
| Well done, a plot or chart would have been nice. |
| 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. |
| Nice recommendation, the reasons have solid arguments. |

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.

Ů DOWNLOAD PROJECT

RETURN TO PATH

Rate this review

Student FAQ