UDACITY

Build a Game-Playing Agent

A part of the Artificial Intelligence Program

PROJECT REVIEW
CODE REVIEW 1
NOTES

SHARE YOUR ACCOMPLISHMENT!

Requires Changes

2 SPECIFICATIONS REQUIRE CHANGES

A great start. Just a couple modifications and you'll be done.

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.
Heuristics must be three other than the included `null_score` , `open_move_score` , `improved_score` , or `center_score` .   • `custom_score` is identical to `open_move_score` and must be changed.

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 report makes a recommendation about which evaluation function should be used and justifies the recommendation with at least three reasons supported by the data.
It is required that you recommend one of the heuristics and support it with at least 3 reasons.   You can think of   • Best score   • Speed   • Ease of implementation   • Depth of the searched game tree.

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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1   CODE REVIEW COMMENTS   ›

Best practices for your project resubmission

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

⊙ Watch Video (3:01)

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Student FAQ