UDACITY

PROJECT

# Build a Game-Playing Agent

A part of the Artificial Intelligence Nanodegree and Specializations Program

PROJECT REVIEW

CODE REVIEW

NOTES

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## Meets Specifications

## Great work!

Your effort was clear from the high quality report for the heuristic analysis and also the paper summary.

You were able to build an AI agent that plays the game isolation in a very high level, with this knowledge you can try to create agents for different games. This will surely improve your portfolio. But mainly you can move onto the next section of the course.

Good luck and I wish you learn a lot!

👍

### 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.**

Amazing implementation and analysis of the rationale behind the 8 heuristic functions.

**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.**

Great report, the analysis of the results with 100 matches improves the precision of the results and the inclusion of a plot to make the visualizations more pleasing is a good addition.

PS: One thing to improve is that you could have considered is the search depth in your analysis. How easy is it to compute each function? The tradeoff here is that: simple heuristics may not represent the current state of the game accurately, but they are easy to calculate. Complicated heuristics may represent the state of the game better, but they are slower and more complex to calculate.

**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.**

Great recommendation.

## 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.**

Great summary! You have written in a concise and objective manner dividing the different parts into sections and highlighting the main innovations that the AlphaGo paper brought to DeepLearning.

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