Address the following questions as appropriate (some questions may not apply to your game/approach).

* What is interesting about your game from a strategic point of view?
* What is challenging about your game in terms of developing an agent that plays your game (high branching factor, large state space, hidden information, etc.)?
* What simplifications have you made in order to improve your probability of success in a short period of time?
* Why is your approach reasonable?
* What other approaches might be better or worse?
* What are the similarities and differences between your approach and projects and examples from class?  (This should be more detailed the closer your game is to one addressed in class.  For example, for a variant of Yahtzee, the algorithm will be the same and so you should focus on the differences in the implementation like what information is contained in states for Yahtzee vs. what information is in states for your variant.)
* How do you plan to evaluate your agent?