## CSC242 Introduction to Artificial Intelligence Project 1 Submission Form

Complete this form using a PDF viewer/reader, save it, and submit it with your code on BlackBoard. Last name: First name: NetID: Did you do Part 1? Yes • Where are the abstract elements based on the formal model of adversarial search defined? • Where are the specific implementations of those elements for this term's game defined? • Where is your implementation of the MINIMAX algorithm? • What class or file do we run to run your program for part 1? Does it play quickly and pefectly? Yes Nο Did you do Part 2? Yes

• Where can we find your implementation of H-MINIMAX?

<ul> <li>Where can we find the definition(s) of your heuristic function(s)?</li> </ul>
Where can we find your implementation of alpha-beta pruning?
What class or file do we run to run your program for part 2?
Comment very briefly on how well and how quickly it plays.
One last question:
<ul> <li>Java programmers: Do you have a nice, short, clear main method that creates instances of your other classes and runs the game?</li> </ul>
Check one: Yes No I don't know
<ul> <li>Python programmers: Did you use good object-oriented design, with classes, avoiding global functions and variables, and doing very little outside of any method or function?</li> </ul>
Check one: Yes No I don't know
<ul> <li>C Programmers: Did you use "-std=c99 -Wall -Werror" and does your code have a clean report from valgrind?</li> </ul>
Check one: Yes No I don't know
Put any other comments or instructions in your README.txt (or README.pdf) file.