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ayu1998\_cv27\_dbg\_agent

ayu1998\_cv27\_ssbg\_agent

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### Deterministic Simplified Backgammon Agent

Yen-Chu implemented checkLegal as well as prototyping abMinimax and staticEval methods. Chaithat implemented the move and successor methods as well as finish abMinimax and staticEval. Both of us also debugged the code extensively.

Our static evaluation function is a value of cumulative distance from current point to goal of each checker +  $10 * \text{number of checkers on bar}$  +  $100 * \text{born off checkers}$ . This prioritizes moving checkers closer to the goal while trying to make the opponent checker get placed on the bar as well as maximizing bearing off checkers.

We had no special ordering or considerations for Alpha Beta pruning, we just navigated through a double for loop, ordering each move depending on which one we check first.

A small feedback would be the inclusion of test code or sanity check is provided, so we can know is our code functioning in the required way or not.

### Stochastic Simplified Backgammon Agent

Since our DBG agent was coded without hard coding the dice rolls, we were able to adapt the original code to SSBG without much change. Chaithat worked on solidifying the algorithm and strategy of implement while Yen-Chu did the coding and actual implementation of the algorithm.

### Partnership retrospective.

We have some trouble about transferring files in the beginning since GitHub didn't work for us, but we eventually just transferred the file back and forth instead.