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ayu1998\_cv27\_dbg\_agent

ayu1998\_cv27\_ssbg\_agent

"Assignment 3 for CSE 415, Winter 2020, University of Washington"

Deterministic Simplified Backgammon Agent

Who did what for this agent.

Yen-Chu: implement checkLegal; prototyping alphaBetaMinimax, staticEval; debugging

Chaithat: implement move, successor; finish alphaBetaMinimax, staticEval; debugging

How the static evaluation function works.

Our static eval is:

Cumulative distance from current point to goal of each checker + 10 \* number of checkers on bar + 100 \* born off checkers

Any special considerations for Alpha-Beta pruning, such as

ordering of successors best-first.

No special ordering, we just navigated a double for loop, ordering each move depending on which one we check first.

Other comments on the implementation.

Stochastic Simplified Backgammon Agent

Who did what for this agent.

Yen-Chu: modifying code

Chaithat: algorithm

Other comments on the implementation.

Partnership retrospective.

What issues you faced or didn't face related to the partnership.

Any lessons you learned as a result of working in this partnership.

Optional additional comments. (Comparing the versions,

insights on the games, or on the agents, for example).