Artificial Intelligence
Contest 2

Part 1 Due: 5 pm Tuesday, October 3. Late assignments will not be accepted.

Goal: Write improved heuristic to playing Pente.

Files: Checkout the contest repository from the git directory you already set up using git checkout -b contest2 origin/contest2. You should only change the functions heuristic and movePriority.

Testing: The best way to test your program is to run your agent against itself and watch for mistakes and sub-optimal play. Use this to guide changes to the two functions. To run this test run
pypy PlayLocal.py player1file player2file timelimit -g graphics_scale -o
To test against itself set both player1file and player2file to MyPlayer.py. Timelimit should be set to 10-15 seconds. Type pypy Playlocal.py for a description of the parameters.

Submission: Submitting your files will automatically test your code and post results on the contest page. This way you know how you perform relative to your classmates and the reference implementations. Your agents will be given a maximum of 15 seconds per move to make their decisions.

Grading: This will count as 20% of your grade for contest2. Grading will be based on your performance against 10 reference implementations.
Part 2 will be described later.