

Programming Assignment Requirements

For the programming assignment in Computational Intelligence in Games you need to write a 2 to 4 pages long report about your solution. The following points give a brief overview what we expect in that report.

- Write about your basic idea to solve the problem of Hearthstone. What are common problems to solve?
- How does your agent solve these problems?
- What strategies/algorithms did you use? Did you change them specifically, in what direction and why?
- Why did you decide to use that specific strategie/algorithm?
- How does your agent evaluate the given information of the game to solve the task of playing hearthstone?
- Did you use a score function? If so, how did you find suitable scores?
- Give insight in the basic procedure of decision making for you agent.
- Where lies the potential for improvement in your solution?