CS 4480, Fall 2012
Term Project
Description of Final Write-up

Overview

I expect several typed pages of explanation of how your system works. You should describe the key data structures, algorithms, and the limitations of your system. It would be instructive to include an example with some annotation explaining any particular strengths or weaknesses. Your example should give the reader a feel for how your system works.

Final Project and Write-up Submission

No later than **11:15 am** on **Wednesday, December 12th**, turn in all of the following:
- The final version of your write-up, in both printed and electronic form (use submission system).
- The final version of your code in electronic form (use submission system). This should include instructions on how to run your code and any limitations of machine architecture it will run on.

Example for Othello

Suppose that your system is a program that plays the game Othello. The following is intended to give you an idea of what is expected; it is not intended as a required template.

Title, Author, Course, Date
MyOthello: a Game
Iago
CS 4480
December 12, 2012

Introduction
This should be at least a paragraph or two: describing at a high level the problem you are trying to solve, why it is interesting or important, and what follows in your paper.

The Rules of the Game
Might include: the size of the board, the number of players, a description of the pieces, and the legal moves.

Representation Choices
Given the description in the rules section, explain how you represented the problem, the choices you made and provide some justification of your choices. A table, showing the top-level function, constants, data types, major functions, and auxiliary functions, would be useful here.

Evaluating Positions
Explains how board positions are evaluated. This section may include appropriate algorithms.

Searching Ahead: Minimax
Describes a major algorithm, and how and why it is used in the program.

Searching Smarter: Alpha-Beta Pruning
Describes a major algorithm, and how and why it is used in the program.

Analysis of Some Games
This section will include one or more illustrative examples and analysis of the examples. You should choose examples that make it easy for the reader to understand how the came is played and how your program works. This is a good place to explain some of the strengths and weaknesses of your program.

Discussion
This section should be a broader discussion of your system. You can refer to the examples above as illustrations.

Conclusion
This will summarize what you have done. Ideas for improvements or future work could be included here.