

91.420/91.543, Artificial Intelligence
Spring 2002
Prof. Yanco

“Final” Project Description

By now, you have either met with me yesterday or will be meeting with me today to discuss your proposed “final” project.¹ If you do not have a scheduled meeting, talk to me after class. You must talk to me before during in your project proposal.

The “final” project is *due on Tuesday, 23 April 2002*, giving you a four week period to develop your project. I highly encourage you to start the development of your project early in this four week period; in fact, to encourage you, there will be a two week checkpoint for projects.

The schedule for the “final” project is as follows:

Monday, 25 March and Tuesday, 26 March	Project meetings
Thursday, 28 March	Proposals due
Tuesday, 2 April	Proposals returned
Tuesday, 9 April	Checkpoint materials in
Wednesday, 10 April and Thursday, 11 April	Checkpoint meetings
Tuesday, 23 April	Projects due

The project proposal should be viewed as a contract stating what you plan to do in the project. It should cover the following topics:

- What you plan to do
- How you plan to do it
- What AI techniques you are using
- What your deliverable will be at the deadline
- An estimated timeline for the next four weeks, including what you expect to have completed by the checkpoint (see below)
- References to web sites or books that you have already looked at

Your project proposal will be about two to three pages long.

Once the proposal has been reviewed and returned, it is your responsibility to discuss any changes to the proposal with me. I expect that you will turn in a project that meets the guidelines in your proposal (including any comments that I make on your proposal).

At the two week checkpoint, you should turn in a document stating what has been done and what is left to be done. In this document, discuss any difficulties that you have encountered and how you plan to get around them. Attach the code you have written to

¹ As discussed in class, the order of the two projects were switched to accommodate people participating in the Trinity Firefighting Competition. For those not doing a robotics project, the switch means that you are now doing your free choice project, and the end of the semester project will be the “shorter” project where everyone does the same project.

date to this document with sample runs showing what is currently working. If appropriate, turn in screen shots of your graphics (especially for games). I expect at least one third of the project will be done at this point.

You will need to write a final project report to accompany your stated deliverable. More on this report will be handed out after the checkpoint.

There will be 3 minute in-class presentations of the final projects on Tuesday, 23 April. More on these presentations will be handed out after the checkpoint, with the final report description.

Your grade for the project will be determined as follows:

10%	Project proposal
20%	Checkpoint report, code and meeting
40%	Final deliverable (code)
20%	Final report
10%	Project presentation

Note that there will still be regular assignments during the project period, but that they will not involve significant programming (if any). You should expect the following assignments to be handed out during the project period:

Assignment	Out	Due
6	Thursday, 28 March	Thursday, 4 April
7	Thursday, 4 April	Thursday, 11 April
8	Thursday, 11 April	Thursday, 18 April