**Project Deliverables**

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| Project Phase | Deliverable | Marks |
| Learning and Problem development environment: | 1. Small working program on the android platform and a two page report on the learning outcome. | **10** |
| Interface Implementation | 1. Presentation of Interface 2. Code | **15** |
| Game Rules implementation | 1. Presentation of Interface 2. Code | **15** |
| Engine implementation | 1. Presentation of Interface 2. Code | **15** |
| evaluation of different participants: | 1. Final report  2. Code  3. Presentation | **45** |

**Semester Schedule**

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| --- | --- | --- | --- |
| Weeks | Topic | Notes | Due on |
| Week 1 (12/02-18/02) | Introduction |  |  |
| Week 2(19/02-25/02) | Problem search solving |  |  |
| Week 3(26/02-04/03) |  |  |  |
| Week 4(05/03-11/03) | Uninformed Search | Project Phase-1 | 8/3/2011 |
| Week 5(12/03-18/03) |  |  |  |
| Week 6(19/03-25/03) | Informed Search | Project Phase-2 | 29-03-2011 |
| Week 7(26/03-01/04) |  | Home work 1 (01-04-2011) | 17-04-2011 |
| Week 8(02/04-08/04) | Game Playing |  |  |
| Week 9(09/04-15/04) | Dersarial Search and Game Playing examples | Mid-Term 1 (19-04-2011) |  |
| Week 10(16/04-22/04) |  | Project Phase-3 | 19-04-2011 |
| Week 11(23/04-29/04) | Optimization |  |  |
| Week 12(30/04-06/05) |  | project Phase-4 | 3/5/2011 |
| Week 13(07/05-13/05) | Constraints satisfaction Problem | Home work 2 (08-05-2011) | 15-05-2011 |
| Week 14(14/05-20/05) |  | Mid-Term 2 (15-05-2011) |  |
| Week 15(21/05-27/05) | Knowledge Representation | Project Phase -5 | 19-05-2011 |
| Week 16(28/05-03/06) | Predicate Logic |  |  |

**Project Rubrics**

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| --- | --- | --- | --- | --- |
| **Phase-1** | **Phase-2** | **Phase-3** | **Phase-4** | **Phase-5** |
| Running program | Neatness of Interface | Understanding | Understanding | Understanding |
| Clean Code | Customization | Clear Documentation | Clear Documentation | Complete project report |
| Documented Code | \*Code | Visible application | Visible application | Clean Code |
|  |  | According to Rules | Clean Code | Documented and understood Code |
|  |  | Noting against the rules is allowed |  | Customizability |
|  |  | Clean Code |  | According to rules |
|  |  |  |  | Informative/About Section |
| **Due: 8/03/2011** | 29/03/2011 |  |  |  |

1. Running program: The program must be able to print “Hello World” or any sentence.
2. Clean Code: Presenting the code in a way that it becomes more readable and understandable. And it is properly indented w.r.t. to sequence of the program.

<http://www.ibm.com/developerworks/rational/library/nov06/pollice/index.html>

1. Documented Code: The code has to be documented as well. The explanation for the modules is to be given and also that how was it implemented.