



Semester Project

Problem Statement:

Go (traditional Chinese: 圍棋; simplified Chinese: 围棋; pinyin: About this sound wéiqí; Japanese: 囲碁; rōmaji: igo; Korean: 바둑; romaja: baduk; literally: "encircling game") is an abstract strategy board game for two players, in which the aim is to surround more territory than the opponent.¹ Using your favorite programming language, apply what you have learned during Artificial Intelligence Theories course to **design** and **implement two different rational agents** for playing GO. The two agents must be able to play against each other or against agents of other groups.

Deliverables (in electronic form):

1. A detailed report covering:
 - a) *Task environment*
 - b) *Structure of agents*
 - c) *Used techniques*
 - d) *Results and comparison*
2. Complete source code (in a ready to work state)
3. Presentation Slides

Timeline:

- Checkpoint (one week before the midterm exam)
- Final Evaluation (one week before the final exam)

Grading:

The project is worth **10 points** distributed as follows:

- Design (5 points)
- Implementation (3 points)
- Presentation (2 points)

Groups:

Groups of **not more than two** students are allowed.

Good Luck
Dr. Islam ElShaarawy

¹ [https://en.wikipedia.org/wiki/Go_\(game\)](https://en.wikipedia.org/wiki/Go_(game))