CS 4100	comments	grades
4773	1. Runs correctly. Can't beat it. 2. Good optimizations	100
8377	No code submited	NA
9090	1. place your next assignment in a folder named 'assgn2' 2. Computer overwrites my move and later on plays a turn without a move. 3. Works correctly in a few scenarios	90
1137	1. Good implementation 2. Intuitive controls 3. 3 days late	85
1623	1. Place your next assignment in a folder named 'assgn2' 2. Readme and Doc missing. Didn't commit it? 3. Can't see AI's move?? 4. Can beat the AI though it wins obvious games 5. Not minmax, hardcoded moves. 6. AI overwrites my move if i play 1,3. File showing this committed to repo. 7. First move always hard-coded to center, because of this the AI isn't trying new moves.	70

4667	1. comp ai always starts (you commented out shuffle?) 2. Good heuristics. Comp AI is aggressive about wins.	80
3282	1. First move always hard-coded to center, because of this the AI isn't trying new moves. 2. AI always wins	100
3951	1. Good implementation of min-max 2. You should probably make min and max the same function differing by an argument rather than 2 functions 3. Nice GUI	100
0710	1. Comp overwrites my 2nd move when I start. Ex- Me: 1,1, Comp:2,2, Me: 3,2... Computer overwrite 1,1 2. First move always hard-coded to center, because of this the AI isn't trying new moves. 3. Late by a day. (Last commit checked) 4. Good implementation of your own algorithm. Always wins.	85
8755	1. place your next assignment in a folder named 'assgn2' 2. The AI doesn't always make the best moves in order to win. But it always draws.	100
9838	1. skynet always atleast draws. 2. Nice touch randomizing moves	100
1961	1. First move always hard-coded to top-left, because of this the AI isn't trying new moves	100

3080	1. Use SVN for the next assignment. 2. The code does not run. 3. Logically your code goes into an infinite loop	10
3933	No code submited	0
9977	1. Like you've said its a defensive AI that doesn't always try to win. With a few heuristics you could have changed that. 2. 1 day late	95
4133	1. 5 days late 2. Could not run your code on my machine. Kindly demo it.	NA
3766	1. Be careful of indents. Stick to either tabs or spaces throughout. Use a good editor to review your code. 2. Add '\' to the end of a line if your continuing it on the next. Use "\n" in prints instead of literal new lines. 3. Your program didn't run because you missed a ':' after else on line 192. 4. Code allows me to play same move again. Ex moves (Comp plays first) - 1 8 8 5. Comp overly defensive. Doesn't play obvious moves to win. Ex moves (Comp plays first) - 1 8 6. (it should have won by placing at 7 but plays 4. 6. 1 day late	50

CS 5100	**comments**	**grades**

9268	1. Missing doc file explaining your algorithm 2. You should probably make min and max the same function differing by an argument rather than 2 functions 3. LookUp is a good idea for adding heuristics and for decreasing time taken on the first move. You could also check for rotations. This would save enteries in the lookup.	90
8616	No code submited	NA
0329	1. The AI is beatable when I start and consistently at that as there is no ramdomness so same fault can be exploited. Your pre_goal_test() is not doing it's job. File showing this committed to repo. 2. The AI draws/wins when it starts.	90
7281	1. Place your next assignment in a folder named 'assgn2'. 2. 1 day late 3. Make inputs from users case insensitive (for 'X' and 'O') 4. Player selection should be random. This was a requiredment. Comp AI never starts.	75
9856	No code submited	NA
7730	1. AI does not finish the game when it starts, but gives me 2 (final) moves. File showing this committed to repo. 2. AI can be beaten. File showing this committed to repo. The AI may be too agressive when it's X?	85
6454	1. AI can be beaten. Your algorithm accounts for my 1st corner or center move correctly, but not for my side moves. It doesn't consistently loose to the same ploy though as some corner moves can save it (you've random-ed it). I believe your fourth move is the problem here. File showing this committed to repo. 2. You should try using a depth search with your heuristic.	90
1257	No code submited	NA
9169	1. AI can be beaten. Your randomly choosing a move instead of doing a search to find a better move. File showin	90
2651	No code submited	NA

1264	1. place your next assignment in a folder named 'assgn2' and not 'AI'... Let me know if you need help cleaningyour repo. 2. AI can't be beaten. Good implementation of alpha-beta pruning.	100
9353	No code submited	NA
7054	1. If you've implemented alpha-beta pruning then you shouldn't need to random-hard-code the first move. Because of that, your algorithm cannot be extended to other problems easily. 2. AI can't be beaten but it can make really silly moves (even thought it eventually wins). You should check shortest path to a win to fix this. 3. random.randint returns a random integer. 4. Good UI implementation	100
2177	1. You haven't handled for an empty input from the user. This can be annoying if I strike "Enter" twice. 2. Hard-coding the first move decreases the generality of the algorithm. 3. You should probably make min and max the same function differing by an argument rather than 2 functions	100
6568	1. Why does your display show (1-10) allowed as a move when there are only 9 blocks? 2. AI is beatable. You randomly select a move without looking at who could win 2-3 steps ahead.	90
9881	No code submited	NA
9096	No code submited	NA
1386	1. Could not run your code on my machine. Please demo this code with me.	NA
1366	No code submited	NA

6211	1. 2 days late 2. AI is unbeatable in min-max	90
1133	1. AI unbeatable. 2. Good simple implementation of alpha beta.	100
6015	1. AI unbeatable.	100
6991	1. AI unbeatable. 2. Good design of classes	100
3567	1. AI is beatable. Your Min-Max algorithm has some flaw in it.	90
3144	No code submited	NA
9474	1. AI is beatable. Your Min-Max algorithm has some flaw in it.	90