

Project notes

These are some rules and guidelines that apply to all of the projects in this course.

Project domains

Every project handout starts with an overview that sets up the problem. It gives you information about the problem domain that you might not be familiar with, and it sets the goals and motivations for the project. In general, the handout will go out before I've covered all the AI material you'll need to *complete* the project, in part because I will use the ongoing project as a running example in class—which means you'll need to read it as soon as it's assigned, since I'll be talking about it right away.

Checkpoints

After the overview of the project topic, the next portion of each project handout will be a checkpoint assignment. It will typically have little AI content per se but will give you a head start on things like input formats and data structures that you'll need. Which means you can (i.e. should) start on it right away, even before we've finished covering the related AI content in class.

Timeline

As a general rule, projects will be initially assigned on a Tuesday and due three weeks later. (Project 0 is somewhat shorter.) The checkpoint will be due after the first week; they're due **by 4pm** on the due date. (This gives you a chance to work on it over the weekend and still ask questions in class and go back and fix things.)

After the second week there's no formal handed-in checkpoint assignment, but I'll check in with you during class to see how far you've gotten and if you have questions.

The final handin for a project is due also **by 4pm** on the due date.

Grading

The checkpoint assignment is worth 25 points. You get 25 points if it compiles, runs, and it does at least approximately what it's supposed to. You get 15 points if it compiles, runs, and does something relevant to the task. You get 0 points if it doesn't compile, if it immediately crashes, or if I can't easily figure out how to make it work. (So, you should include some documentation.)

The final handin should also include documentation, and this is worth 25 points if there's enough documentation that I can *easily* see what to do with your code and what your code does. The more I have to work to figure out what your code even does, the lower this gets. If you have no documentation that I can find, you get zero points for documentation.

The remainder (100) of the points are reserved for project-specific points, of which you will get zero if your program doesn't compile or if it immediately crashes. If it does run, the points are calibrated so that (together with a full 50 from the checkpoint and documentation), you'll get

- a low D for not making it past the checkpoint
- a middle C for a program that does some AI-ish thing
- a high B for a program that avoids major pitfalls and correctly solves at least a simple version of the project problem
- a high A or full credit for a program that really gets into the AI of the problem.

I'll put rubric specifics in each project handout. Note that I'm not planning to, in general, read your code or comment on it after you hand in—if you want feedback on your code, see me while you're working on it. I will assign scores based on reading your docs and running your code, but you should be able to predict your score within a few points based on the rubric I give you in advance. In fact, one way to ensure that you maximise your points is to use that rubric as a template for writing your documentation and *making sure you tell me/show me how your program meets each of the rubric requirements*.

I'm grading all four projects out of 150 points for convenience, but Project 0 will be worth 10% of the final grade; the others will each be worth 15%. The best of the three non-warmup projects will get boosted to count for 25%.

Collaboration and citation

The projects in this course are collaborative, meaning you can (and should!) discuss your ideas with other students, but the code you write needs to be your own. See my collaboration policy for many examples of what is and isn't acceptable.

The nature of this course and these projects also makes it more reasonable to look on the internet for explanations, algorithms, and even code examples. That's great! But it also makes it more important than ever that you cite your sources. Make sure you read my citation policy for when and how to do this for programs.

Handing in

There is a `handin` command on the lab machines that you will use to hand in all your work. If you use your own computer for development, transfer your files to the lab machines, *verify that they still work*, and then hand them in by typing

```
handin cmsc389 proj0 file1 file2 file3
```

or just

```
handin cmsc389 proj0 dirname/
```

to hand in an entire directory of files, replacing `proj0` with the actual name of the assignment.

Don't forget to include your documentation, and make sure it's easy for me to find it. `README.txt` is a great name for a file of documentation that you want me to be able to find.

Use the same project name for both the checkpoint and the final handin.