

## 2022 CMP 670 (game theories) project

Either **implement a computer program** (solver or player or visualizer or tutor or analyser or some other app) or **explore an open problem** related to some game or game theory problem. **Before you start, check with me that your project is appropriate.**

- for all parts, use 12-point LaTeX article format with BibTeX
- grading:  $< C+$  needs improvement,  
C+ to B ok,            B+ to A- good,            A (almost) publishable

### part 1

- due Jan 29, 23:59 Edmonton time
- 2 or 3 pages. briefly give the goals of your project. introduce your project. is this a player, solver, visualizer, tutor, research exploration, or something else? explain why it is of interest to you and what you hope to accomplish: what problems will you solve, what programs will you implement? how will you measure success? what computational aspect is there? what mathematical aspect is there? how is this problem related to CGT? Once you've identified your problem of interest, explain why it is interesting and how you will break it into subgoals (like Polya would).

## part 2

- due Feb 12, 23:59 Edmonton time
- write a 3-5 page introduction to your problem and the relevant background info that includes an at-most-1-page bibliography. write at a level easily understood by a 2nd-year CS undergrad

## part 3

- due Mar 5, 23:59 Edmonton time
- write a 4-6 page progress report. what were your original goals? describe your progress. are you on target? if not, what are your revised goals? include an at-most-2-page bibliography, mention any new entries.

## part 4

- due Mar 19, 23:59 Edmonton time
- submit a pdf of your oral presentation.

## part 5

- due Apr 2, 23:59 Edmonton time
- write a 5 to 10 page final report, including an at most 2-page bibliography.