Today

- Details on projects
- Starting: Structure of Intelligent Agents
- Andri: MIT programmable brick
Announcement; Lab Support

- Tim has to cancel fridays lab time and reschedule thursdays to right after class
Announcement: Text Books

TO: C.U. Faculty

FROM: The Textbook Office

The C.U. Book Store is preparing to return spring titles with large remaining overstock to the publishers. The title listed below will be returned soon. If you feel that your students may still wish to purchase this book, please advise them to do so as soon as possible.
Projects

- MIT LEGO brick
- Wumpus Problem
- Make a Game
- Web Agents
- Build Agent Sensors and Effectors
MIT LEGO Brick

- Goal: build “smart” vehicle that can follow road
- We have a team?
Wumpus Environment

- **Wumpus:** book page 153
- **Task:**
  - Find the gold
  - Return to <1,1>
  - Climb out of the cave
Game

- **Goal:** build game that is enjoyable to play using AI techniques
  - Pacman-like: Game with one user-controlled agent and any number of autonomous agents
  - Lemmings-like

- **Test the game with users**
  - Do they think there is AI in your game?
Web Agents

- Run demo of Boulder Live on machines in lab
Build Agent Sensors and Effectors

- Need to have Lisp knowledge
All Game Projects

- Publish as Java applet
Grading

- 100 points = 30% of total grade
  - 80 points for good project
  - 20 points for essay explaining why your project is (or is NOT) AI
  - 20 points for presentation
    - Send email to ralex@cs.colorado.edu if you want to present
LEGO Sheets
Robots

- Sensors pick up physical signals
  - light
  - Temperatures
- Effectors control physical signals
  - Motor speed
  - sound
- Demo of SimBrick
Braitenberg Vehcles

Todo

- By next Tuesday
- Pick project and team members
- Email 1 paragraph to ralex@cs.colorado.edu with
  - Subject: AI PROJECT: <your project name>
  - 1 paragraph