To assist in evaluating your poker player, you are to turn in a written report in class on Tuesday November 21. Your report should be as short and concise as possible, but make sure you convey all the following information:

- Explain your poker player.
  First give an overview of how you have approached this problem and how you have structured your poker player to implement your strategy. Then describe some of the details of your player.
  You should not explain every rule and function. After reading your report, I should be able to understand what your player does and should be able to easily read your code if I want more detail. (Comment your code!!!) Your report should be “self contained” in that I should not have to look at your code to understand how your poker player works.

- Describe the user-defined function(s), predicate(s), or action(s) you implemented.
  I am expecting some non-trivial amount of user-defined functionality. Describe what you did and how you did it.

- Describe how you used learning for your poker player.
  Give some detail as to what you were trying to learn and what training data you were using for learning. Give at least some of the results of your learning element. How successful was your attempt at learning?

- Analyze the weaknesses and strengths of your poker player.
  Summarize the strengths of your poker player; go into some detail regarding its weaknesses or shortcomings. Use specific examples from a round transcript to illustrate your points.

I hope the written reports will be no more than 5 pages, but use as many pages as necessary. Treat this as a piece of writing. Be clear. Be concise. I can’t emphasize that last one enough, so I’ll say it again: Be concise! I hate having to wade through lots of garbage and meaningless detail to find the information I’m looking for...