The final project is a culmination of all the work you've done for your game. What should be turned in is a (minimum) 12-page research paper (using latex and the template on the website). This should cover most of the previous group projects. It should have:

- An introduction to the game with a short overview of how it's played
- Good strategies for playing the game
- Forcing moves
- At least 2 end game positions for each of N, P, R, L with some derivations as to why these are true
- The reduction with the gadgets and explanations about them
- The proof using the gadgets
- An overview of your software for the game
- An overview of your A.I. for the game with some results as to how effective it is
- Citations for the game, CGT, constraint logic, MCTS, etc.
- A discussion of what you liked and disliked about the course. How you would change it to be more engaging, more fun, or the theory more accessible.

This is a lot of material to cover, but you have already done most of this work in the past assignments. The final project is merely to combine everything you know about your game and present it in an organized scholarly fashion.