

# Comp320

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# Challenges and goals

- ▶ The goal of GVGAI is to create a generally intelligent agent that is able to win any game it is placed in, when it doesn't know the game.
- ▶ During the tournament a completely new set of games are used, to avoid the agents becoming too domain specific.
- ▶ Another challenge is the time limit that an agent can choose an action, this avoids the agent spending too long deciding a task and not making an action.

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# The GVGAI Framework



# Game Search Techniques

