

# Comp320

Alastair Rayner

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- ▶ General Game Playing (GGP) has held competitions in AI for games since 2005.
  - ▶ The games used in GGP are usually variants of existing board games.
- ▶ Arcade Learning Environment (ALE) is based of the Atari 2600.
  - ▶ test



# 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
- ▶ This is done to avoid the agents becoming too domain specific.
- ▶ Another challenge is the time limit that an agent can choose an action
- ▶ This is because one of the goals is to make a real time agent, and this makes the competition more challenging.

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# Context of Research Project

**What is the context of my research project and how does it fit into the field of computing for games?**