

# Comparing game tree search techniques for general videogame AI (GVGAI)

Alastair Rayner

*Abstract*—The abstract goes here.

## I. INTRODUCTION

**T**HIS Literature review will cover what questions I will be asking for my dissertation topic as well all the literature I have found that is related to my research questions.

Insert more sections here. Use BibTeX [1] to cite relevant literature.

## II. RESEARCH QUESTIONS

- How does game tree search techniques compare for GVGAI?
- Where does GVGAI succeed best in set games?
- Where does each tree search technique do well in?
- What are the most challenging areas for GVGAI in the GVGAI competition?

## III. LITERATURE REVIEW

### A. What is General Video Game AI (GVGAI)?

GVGAI is an AI competition framework, in which AI controllers are designed to be able to play any game it is given, even when it has never played that game before. [2]

## IV. CONCLUSION

The conclusion goes here.

## REFERENCES

- [1] A. Feder, "About BibTeX," <http://www.bibtex.org/About/>, 2006.
- [2] D. Perez-Liebana, S. Samothrakis, J. Togelius, S. M. Lucas, and T. Schaul, "General video game ai: Competition, challenges and opportunities," in *Thirtieth AAAI Conference on Artificial Intelligence*, 2016.

## APPENDIX A

### FIRST APPENDIX

Appendices are optional. Delete or comment out this part if you do not need them.