Comp320 Research Artifact

Alastair Rayner

January 8, 2018

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Preliminary results

Visualizations for the GVG-AI Competition

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- Being able to visualize where the agent is planning to go and finds most interesting/valuable to explore can help to creating an hyper heuristic that will search the right places(REWORD).
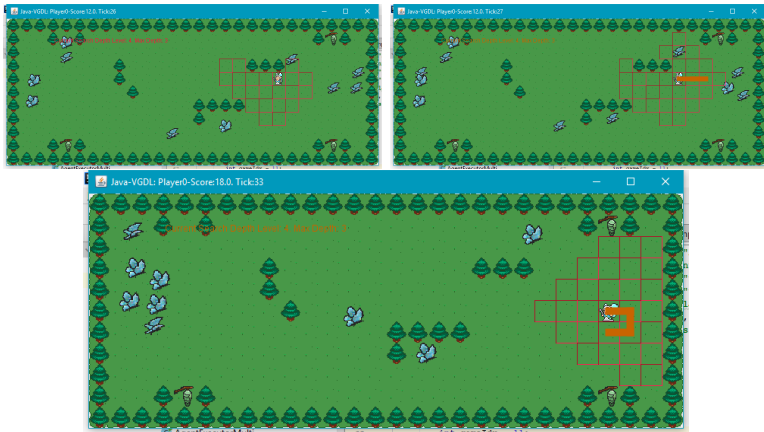
Demo of the GVG-AI competition

Example Games

Angles, BoulderDash, Pac-man, Zelda, Frogger.

Demo of the GVG-AI visualizations

Example of MCTS visualisations

Live Demo!

Questions?