

## Abstract

Indian army attack Kashmir, but Kashmiri people are unable to defend themselves. Some militants from Pakistan start the war against the Indian army and they are players which will be controlled manually. Indian army work through neural network to defeat the militants and some helpers from the Pakistani army will also work and follow the militant's strategy using a communication medium and they will also work with neural networks and if they find something better than the manually layers and they give the idea using artificial intelligence. In the beginning of the game we will show the militants of Pakistan attacking Indian check posts. They will try to occupied the check post of Indian army. Players use the machine learning and strategical algorithms. At the start of the game if the players failed to choose the right path, then in another attempt by the help of the machine learning they are able to choose the right path and make strategies for better results. They will also use strategical algorithms for better planning if they were failed in the first attempt. Every militant has some special expertise and they will use to accomplish each strategy will be planned by the militants. They can either work together or either they work individually to complete the strategy. We will add some natural phenomena like animals and insects are also killing our players. If they will win the game against the opponent team and make the check post free then the army of Pakistan hold the flag of Kashmir and entered in the area of Kashmir.

## Goals

We want to use machine learning and artificial intelligence in our game. Players use past experience of performing the next task by using artificial intelligence.

## Objectives

We want to build the game in which we discuss the factor of war and also result of war. Similarly, the conflicts between America and Afghanistan is almost the same conflicts between India and Pakistan.