

## Theory of Computer Games 2017 - Project 2 (Preview)

In the series of projects, you are required to develop AI programs that play *2584 Fibonacci*, a 2048-like game, which is similar to the one at [here](#).

Overview: Write a player to play *2584 Fibonacci* with high win rates.

1. Implement the function approximator with n-tuple network.
2. Implement TD(0) after-state backward training method.
3. Build an AI based on n-tuple network and TD learning (no search is required).

Specification:

To be announced.

Methodology:

To be announced.

Submission:

To be announced.

Scoring Criteria:

To be announced.

Hints:

To be announced.