

Theory of Computer Games 2017 - Project 1 (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: Familiarize yourselves with *2584 Fibonacci*.

1. Implement the environment (game rules).
2. Implement the state container (array-based game board).
3. Build an AI based on some simple heuristics.

Specification:

To be announced.

Methodology:

To be announced.

Submission:

To be announced.

Scoring Criteria:

To be announced.

Hints:

To be announced.