**Possible Project Types**

*Exploration:*

* Finding diamonds
  + Diamonds are found underground and are rare. Need to dig into the ground to find them. We can spawn the player with a diamond pickaxe to make digging easier.
* Finding water
  + Should be the easiest, water can be found at the coasts but there are ponds that can be found too. Ground level navigation.

*Reinforcement:*

* Combat AI
  + Zombie fighter
  + Wolf fighter

**General AI/ML Topics**

* Search algorithms (uninformed, local, heuristic)
* Games (min/max, alpha-beta, iterative deepening)
* Constraint satisfaction problems
* Classifiers
  + Bayes, KNN, Linear classifiers, SVM, VCDim, Neural networks, Decision trees, Ensembles
  + Clustering, SVDs
* Reinforcement learning
  + Markov chains, Q-learning