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Artificial Intelligence  
AI Proposal

Okay, so during Game Development I, I created a card game with basic AI and, during Game Development II, I created a memory card game AI. Neither AI uses strategy in their processing, so I was thinking of taking on the challenge of improving my Game Dev I AI to actually provide a challenge and be adaptable in strategy. If I end up having difficulty with that one, I will switch to the Game Dev II AI instead, which would be a simpler AI to design due to memory being a less complex game.