

For this project I chose to see if I could teach Manic how to play flappybird. In order to do so I found some code that someone had written on Github ([located here](#)). I thought that this project would be really interesting to undertake because there's really only a few things that the machine needs to do, which is calculate if the bird should jump given the distance from a wall. For my state space I decided I would include the vertical and horizontal distance from the wall, a switch for if the player died or not and the current y position for the bird. Ideally I think that Q Learning would have been best suited for this because you could give a reward every time the bird cleared a wall and that way it would keep getting better and better. (That would have been an awesome project in my opinion.). When testing my code I found that the AI was able to clear only about 1 wall around half of the time, it could really close to clearing 2.