

Game Proposals

Fire Rescue Game

This game is based on forest fires and fire fighter planes. User 1 will spread the fires across the earth's surface and user 2 will be in control of the plane. Both the neural network and the human user can undertake either role in the game. The plane will be controlled by a joy stick and buttons where it has to reload water from lakes/seas and dump the water on the fire before its spread even more. The other user will try and spread the fire as much as he/she/it can.

User 1 wins by making the fire go out of control.

User 2 wins by putting all of the fire out.

PAC Man

- Satellite collecting up the things it should I.D
- For difficulty levels, random movement encoded into neural network to take more time 'getting there'
- Comets are ghosts
- Solar energy is the fruit
- (<https://sites.google.com/site/ankitsaini0010/neural-network-and-q-learning-based-solution-for-pacman>)

Snake Game

- Satellite leaving trail behind it
- (<https://towardsdatascience.com/today-im-going-to-talk-about-a-small-practical-example-of-using-neural-networks-training-one-to-6b2cbd6efdb3>)
- Comets could be the walls/Other Satellite paths
- Difficulty adds more walls

Catch the Cheese

- <https://www.practicalai.io/teaching-a-neural-network-to-play-a-game-with-q-learning/>
- Kinda of like snake, no trail
- More obstacles like comets, cosmic rays, other satellites
- To increase difficulty you can add more objects