

## **PROJECT SUMMARY**

The basis of this project consists in achieving an Artificial Intelligence (AI) capable of playing the game “Tetris 99” in the console known as “Switch”, manufactured by the famous game company Nintendo. The task may seem simple at the beginning, but the sole nature of having to intercommunicate two devices (Personal Computer (PC) and console), with non-existent tools commercially available to send info from the PC to the Switch, already shows us that this will not be a trivial matter. The AI has to be built and trained through our own custom PC environment in order to make the training process faster, and then be able to receive and send information to the console reliably through our also devised intercommunication system.