**ARTIFICIAL INTELIGENCE BASED**

**MULTIPLAYER SNAKEGAME**

**A MINIPROJECT REPORT**

***Submitted by***

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***in partial fulfilment for the award of the degree***

***of***

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**BONAFIDE CERTIFICATE**

Certified that this project report “**~~ARTIFICAIL INTELIGENCE BASED MULTIPLAYER SNAKEGAME~~**” is the bonafide work of

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**ABSTRACT**

The purpose of this project is to make the player compete with each other on a multiplayer **snake game** and make the computer reflect the moves that the players have used in their previous games .The model is demonstrated in browser so this game is developed using the basic **SSE**  and record the player move in a one on one battle with each and tries to use the previous player’s move. The computer uses the shortest path algorithm to reach the target with out having self destructive moves and tries to escape from the opponent’s attacking moves by predicting it before.

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**LIST OF ABBREVIATION**

|  |  |
| --- | --- |
| AI | Artificial Intelligence |
| HR | Human Resource |
| GPA | Grade Point Average |
| AISLE | Artificial Intelligence-based  Student Learning Evaluation |
| XML | Extensible Markup Language |
| CAT | Computerized Adaptive Testing |
| IRT | Item Response Theory |
| RDATS | Response-Driven Adaptive  Test System |