	Wydział Automatyki, Elektroniki i Informatyki			
	Katedra Grafiki, Wizji Komputerowej			
	i Systemów Cyfrowych			
Academc year			**Group**	**Section**
2020/2021	SSI	**BIAI**	**GKIO1**	**32**
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Project card

Subject:

Bomberman AI opponents based on Imitation Learning and Self-Play

Main assumptions:

- Create fully functional AI opponent for simple bomberman game, which includes smooth moving, laying down bombs, running away from explosions, collecting powerups etc. At the end of the project AI should be capable of being a challanging opponent for a human player

- Learning proccess will be conducted using Imitation Learning and Self-Play, starting with IL to teach an AI basics of the game

- The game itself is implemented using Unity Engine
- Project will be created with The Unity Machine Learning Agents Toolkit and Python

	Date	**Mark:**
Assumptions		
Presentation		
Impl/ Research descr.		
Report		
Final mark:		