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| Student Name: | Jack Malone | | Student Number: | C00236428 |
| Working Title: | Application of monte carlo search techniques on board games through go. | | | |
| Description: | A digital version of go where you are able to play against an ai that has implemented the mote carlo search technique to be able to find good moves. You are also able to compare this ai against a weak/naive ai implementation such as comparing the time it takes both of the ais to make a move and possibly how well they think they are currently doing in the game. | | | |
| Reasons for selecting project: | | The reason that I picked this project is to learn how to create an ai that is able to play a board game against a human/ machine player. | | |
| Proposed research content: | | Research how to program the rules for the game of go as well as how to implement monte carlo search technique to be able to make the computer be able to play the game | | |
| External links (if applicable): | |  | | |
| Hardware requirements: | | None other than the college computer | | |
| Software requirements: | | Visual Studio, possibly unity | | |
| Other requirements: | | None | | |

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| Signed: Jack Malone | | Date: 10/10/2021 |
| **For Office Use Only** | | |
| Approved/Not  Approved: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
| Reasons for not approving project: |  | |
| Conditions attached to approving project: |  | |
| Approved/Not Approved: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
| Name of Supervisor: |  | |
| Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |