

Politechnika Wrocławska
Wydział Elektroniki, Fotoniki i Mikrosystemów

KIERUNEK: Automatyka i Robotyka (AIR)

**PRACA DYPLOMOWA
INŻYNIERSKA**

TYTUŁ PRACY:

Sztuczna inteligencja w roli gracza w
grze zręcznościowej

Artificial intelligence as a player in arcade
game

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ski\dedication

Spis treści

[font-note-literature.bib] For typesetting this thesis, the \LaTeX document preparation system has been used. \LaTeX has been developed by L. Lamport [?], and is an overlay on top of the \TeX system [?]. Mathematical fonts called AMS Euler which have been used in this document, have been commissioned by the American Mathematical Society and designed by H. Zapf [?] with the assistance of D. Knuth and his students. The URW Palladio font, used for roman text, is a clone of H. Zapf's old-style typeface called Palatino [?]. Typesetting of sans-serif monospaced text has been done using Inconsolata font, created by R. Levien [?]. [heading=none,locallabelwidth=true]

Rozdział 1

Wstęp

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Rozdział 2

Cel Pracy

dfsbgdvbfdbg

Spis rysunków

Do zrobienia