**Khulna University of Engineering and Technology (KUET), Khulna**

**Department of Computer Science and Engineering (CSE)**

Course Name: Artificial Intelligence Laboratory

Course No.: CSE 4110

Report On: **“Eat Best” Game**

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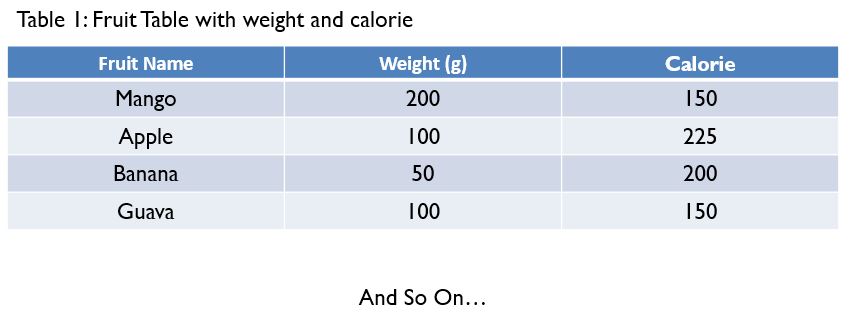
**Game Description**

* Collection of different types of fruit. Each fruit has a predefined calorie value with its weight.
* Randomly 5 fruits will be selected for each player (Human and Computer) in each term. Player can consume total 1000g fruit.
* Fruit selection criteria is 0/1 Knapsack Algorithm.
* After 5 terms or exceeding weight, scores will be evaluated. High scorer will be winner.

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Figure 1: Fruits collection of EatBest game.

**Fruits Table**

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**Flowchart of Game**

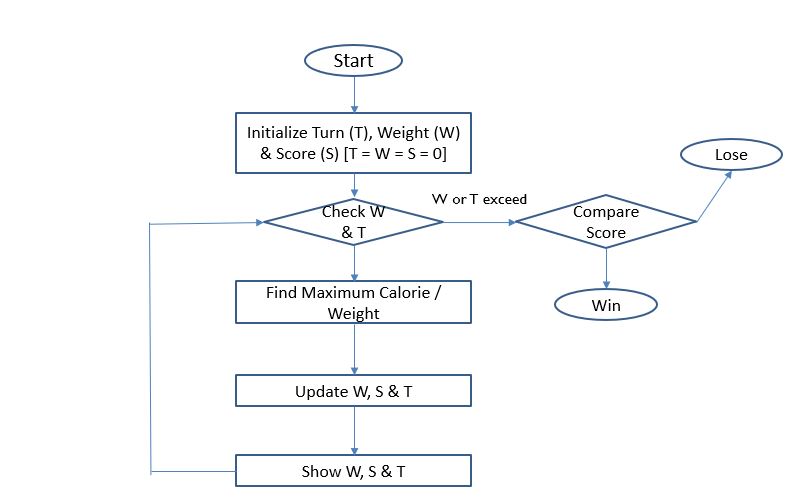
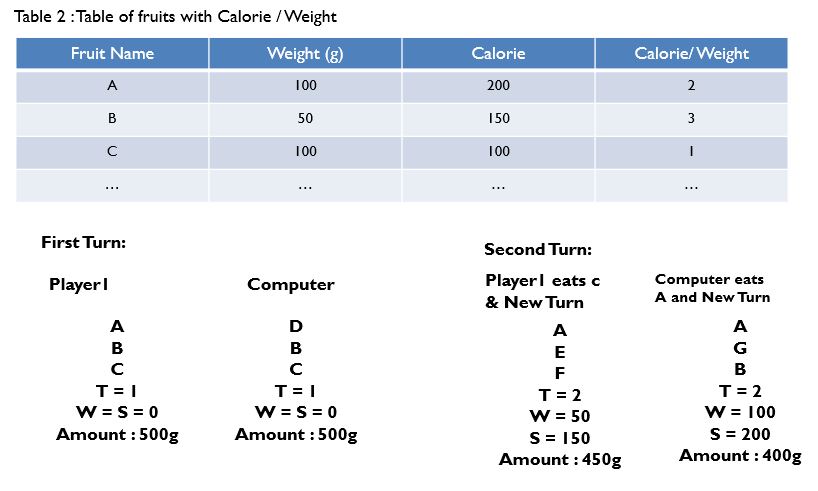
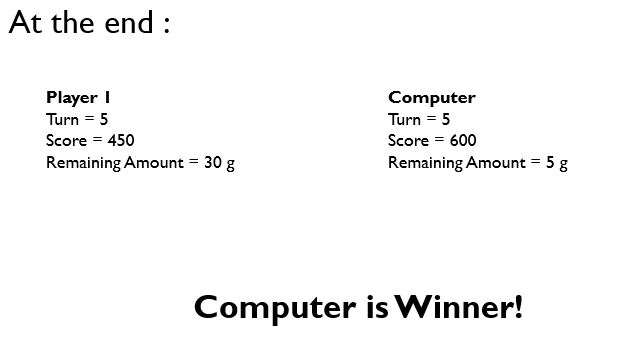
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Figure 2: Flowchart of EatBest game.

**Simulation**

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