

# Deep reinforced learning for the board game Dominion

An assignment for the course AI tools

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The code for this project is available at

when the code is public put the github link in the curly brackets

[https://gitlab.sdu.dk/sdurobotics/medical/student-projects/2023/Peter\\_Duc\\_Bachelor\\_NLP](https://gitlab.sdu.dk/sdurobotics/medical/student-projects/2023/Peter_Duc_Bachelor_NLP)

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Chapter 1

# Introduction

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## 1.1 Problem constraint

Chapter 2

## **Background**

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Chapter 3

## **evaluation**

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## Chapter 4

# Discussion

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Chapter 5

## **Conclusion**

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## Chapter 6

# **Future work**

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# Bibliography

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