**Specification**

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**Neptun code:** W9BYWT

**Project:** Artificial Intelligence for Snake game

**What is the Snake game?**

Snake is a video game where the player manoeuvres a line which grows in length, with the line itself being a primary obstacle. A player attempts to eat items by running into them with the head of the snake and each eaten item makes the snake longer.

**What is the Artificial Intelligence for Snake game?**

In this application the controller will be developed to successfully play the game and take some actions that leads to highest score. Several AI related algorithms and techniques (breadth-first search, depth-first search, Hamilton cycle and etc) will be used and their performance will be measured and compared with each other. The exact techniques will be discussed with the supervisor.

**What are the goals for this course?**

The main goal is to create an application that works successfully and meet the requirements. Primarily, I will not try to implement the AI techniques in the best way, instead of that the main idea of each algorithm will be implemented and their effectiveness will be monitored.