Player Emulation in Video Games using Artificial Intelligence

B.Sc. (HONS) Computing with Games Development

Supervisor: Robert Sheehy

Student Number: T00200674

Student: Ben Lenihan

Munster Technological University, Dromthacker, Tralee, Co. Kerry

# Abstract

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# Introduction

# Artificial Intelligence

## Introduction

Artificial Intelligence is a branch of computer science concerned with building programs that can perform tasks that would, under normal circumstances, require human intelligence. “It is the science and engineering of making especially intelligent computer systems.” (Mccarthy, 2004)

The idea of Artificial Intelligence can be traced back as far as the 1950’s with Alan Turing’s work “Computing Machinery and Intelligence”. In this paper Turing asks the question “Can machines think?”(Turing, 1950). He then establishes out the “Turing Test”. This is a test in which a human interrogator is supposedly able to distinguish between a machine and a human. Developments since then have already allowed Artificial Intelligence to surpass humans in some areas. In 2015 Google’s AI AlphaGo played the European Go champion Fan Hui.(Stanek, 2021)

Artificial Intelligence is utilized in many areas such as “assistants” in the form of Apple’s Siri, in games for non-player characters, self-driving cars and the AlphaGo AI that beat Fan Hui.(European Parliament, 2021)

## Machine Learning

Machine learning is a sub-branch of Artificial Intelligence focusing on the use of algorithms and data to replicate the way humans learn.

UC Berkeley describe a typical machine learning algorithm as follows:

1. **A decision process:** A recipe of calculations or other steps that takes in the data and returns a “guess” at the kind of pattern in the data your algorithm is looking to find.
2. **An error function:** A method of measuring how good the guess was by comparing it to known examples (when they are available).
3. **An updating or optimization process:** Where the algorithm looks at the miss and then updates how the decision process comes to the final decision so that the next time the miss won’t be as great.(Tamir, 2021)

# Algorithms

## Decision Trees

A decision tree is an algorithm used for machine learning. A decision tree starts at one point (called a node) and branches into at least two directions, each branch offering different outcomes. Decision trees consist of three types of nodes.

* Decision nodes: These represent a decision to be made by the system.
* Chance nodes: These represent a probability of what will happen.
* End nodes: Representing an outcome.

These nodes are connected by branches. These nodes and branches are reusable and can be used in any number of combinations to create more complex trees. The first node is called the “root node” this, while the final nodes, representing outcomes, are called the leaf nodes. The nodes between these are called internal nodes, these represent decisions or chances depending on the tree’s purpose. Sometimes these trees can put too much emphasis on irrelevant data. In these instances, a process named pruning can be used. In this process unnecessary data is removed.(Hillier, 2021)

Diagram

Description automatically generated

Figure 1. - Simple Decision Tree using chance nodes(Hillier, 2021)

# Technologies

## Android Emulators

### Bluestacks

Bluestacks is among the most popular Android emulators, claiming more than 500 million users. It features a large library of compatible Android games and is constantly growing its library. It contains many features such as keyboard control and cloud-based platform usage alongside its more traditional desktop application(Bluestacks, 2021)

### LDPlayer

### Nox

## Programming Languages

* Python – A general-purpose object-oriented programming language (chosen)
* C# - Object-oriented language created by Microsoft

# Methodology

## Research Undertaken

## Research Question

## Proposed Project Implementation

## System Design

## Prototype

|  |  |  |
| --- | --- | --- |
| Prototype | Start Date | Finish Date |
| 1 |  |  |

|  |  |  |
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| Task Number | Details | Status |
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# Implementation

## Sprints

### Sprint 1

|  |  |  |  |
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# Findings & Conclusions

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