

# RETEX

## Project – LOWATEM

### Specifications

- Create the rules of a game
- Create an AI able that can play the game
- intelligently

### Deliverables

- Rules code
- Creation of 2 AIs
- Summary

### Methods

Language : JAVA  
½ IA : Implementation  
MINMAX

### Acquired skills

- A new perception of JAVA
- Discovery of algorithms linked to AIs > Attempt minmax
- Rules creation

### Project visual

