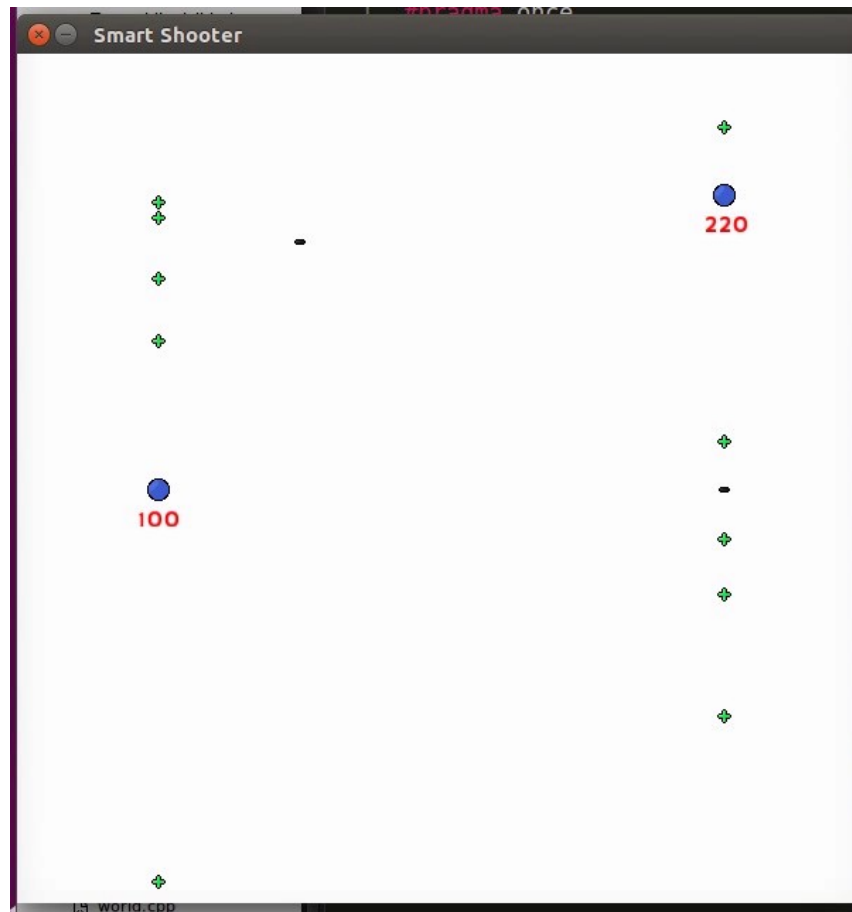


# Smart Shooter



# Training technique

- 1st step : creation of a population of neural networks
- 2nd step : selection of the best candidates
- 3rd step : creation of new neural networks
- 4rd step : mutation

# Project environment

- C++
- Graphical library : SFML
- Neural network library : OpenNN ? Self-made class ?

# Possible improvement

- Shoot in any direction
- Move on the x-axis
- Add more objects (obstacles, pickups...)
- Make it a n-player game
- Human vs computer