Machine Learning Player NeuralAI

This is a partially working ML AI that is using the code of user greerviau on GitHub: <https://github.com/greerviau/SnakeAI/tree/master/SnakeAI>.

We have tried to integrate this Processing code into Java, but we have had major difficulties in the implementation of saving the weights and reading them. However, out version of the AI is still able to play to some extent.

AI player NonRandomPlayer

This is a non-ML AI that is capable of not hitting the walls, the snake parts, and still endeavors to get the food.

AI player AvidSnake

Avid Snake, relative to NonRandomPlayer, is more ravenous and foolhardy snake AI that goes into the direction of the nearest food source ignoring the possible snake obstacles.

AI player DesperadoSnake

DesperadoSnake endeavors to get to the closest opponent’s head. It tries to stay close to the enemy to exert some threat on its opponent. It searches for enemies’ heads and moves to them.

AI player BareSnake

It is a most humble AI that has just managed to be self-preservative unlike RandomPlayer. BareSnake checks its up, down, left, and right, and if it is not a wall or a snake piece, it adds it to its possible moves. Then, it chooses at random where to go from possible moves.