Theory of Computer Games 2017 - Project 4 (Preview)

In the series of projects, you are required to develop AI programs that play *2584 Fibonacci*, a 2048-like game, which is similar to the one at [here](#).

Overview: Retrain the player under different environment and increase the win rate.
1. Modify the environment and retrain the network.
2. (Optional) Build an AI based on TD learning and expectimax search.
3. (Optional) Improve the state container, replace the array-board with bitboard.
4. (Optional) Implement TCL or TD(λ) to speed up the training process.

Specification:
    To be announced.

Methodology:
    To be announced.

Submission:
    To be announced.

Scoring Criteria:
    To be announced.

Hints:
    To be announced.