FLAPPY BIRD AI

SECTION: K18GX(G1)

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INTRODUCTION TO TOPIC:-

A fairly simple flappy bird game google flappy bird to know more. The idea is to create a AI agent which plays the flappy bird game using algorithm NEAT(neuroevolution of augmenting topology)

LIBRARIES USED:-

1. p5.js a javascript library used to create art in browser.

LANGUAGE USED:-

1. javascript

2. HTML

3. css

PROGRAM COMPLETED TILL DATE:

Until now I have created the flappy bird clone although it has no intelligence as of yet but a human can play it.

Visit <https://www.github.com/a8hay/INT-404-PROJECT> for more details.