Today we started working on Speeds7ers, a Tron/Snake inspired game where you control a Speedster and fight against an AI speedster that learns your moves in real time, over the course of multiple runs, and tries to predict your moves to beat you. As of now, we have a working demo available on GitHub at <https://lnkd.in/dMHZYNhb> . We are working on a more sophisticated Reinforced Learning algorithm, with animated sprites and power ups to change the course of the game.   
Try to keep up! [Karyna Posokhina](https://www.linkedin.com/in/karyna-posokhina/) [Klaudija Rackauskaite](https://www.linkedin.com/in/klaudija-rackauskaite/) [Joaquín Godoy Monzón](https://www.linkedin.com/in/joaqu%C3%ADn-godoy-monz%C3%B3n-895008333/)  
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A group of people sitting at a table with laptops

AI-generated content may be incorrect.A group of people sitting at a table with laptops

AI-generated content may be incorrect.A person using a computer

AI-generated content may be incorrect.A person sitting at a table with a computer

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