Attribute Learning System

[Applying Genetic Algorithms to Improve RPG Combat Mechanics]

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ABSTRACT

Blah blah blah abstract goes here.

Categories and Subject Descriptors

1.2.1 [**ARTIFICIAL INTELLIGENCE**]: Applications and Expert Systems *games*; K.3.2 [**COMPUTERS AND EDUCATION**]: Computer and Information Science Education

General Terms

Genetic Programming

Keywords

Genetic, Programming, Game, Development

1. PROBLEM STATEMENT
1.1 More details

Blahdyblah

- This is a list
- And there's even some **bold text** in this list.
- that's enough listing.

Pancakes.

2. SOLUTION
2.1 Prior Work

Need to edit this

2.2 Target Audience

But I'm so tired

Sleepiness The state that I'm currently in

Laziness I'm like this way too often

Hungry I should probably eat soon.

3. FUTURE WORK
3.1 More work
3.1.1 WE NEED TO GO DEEPER

This needs work

4. CONCLUSION

Blather

5. REFERENCES
6. REFERENCES