Attribute Learning System

[Using Genetic Programming to Find Fun Movelists]

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ABSTRACT
Blah blah blah abstract goes here.

Categories and Subject Descriptors
K.3.1 [**COMPUTERS AND EDUCATION**]: Computer Uses in Education; 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