
	Institute of Informatics Silesian University of Technology			
	Division of Microinformatics and Automata Theory			
Academic Year:	Type of studies:	Course:	Group:	Section:
2018/2019	SSI	Biologically Inspired Artificial Intelligence	2	5
Exercise Supervisor:	dr inż. Grzegorz Baron		Term: day of week / hour hh:mm)	
Name and surname:	Błażej Czaicki		Tuesday	
Name and surname:	Adam Musiał		11:45	
Email:	blazcza081@student.polsl.pl			
<b><i>Project registration card</i></b>				
Subject:				
<p>Artificial Intelligence learns to play „The World’s Hardest Game” with genetic algorithms usage</p>				
Preliminary assumptions and descriptions:				
<ul style="list-style-type: none"> <li>■ Technologies: Python, Pygame</li> <li>■ Our own „The World’s Hardest Game” game implementation</li> <li>■ Search the alternative problem solutions space to find the best solutions using the genetic algorithm</li> </ul>				
	Date:	Mark:		
Specification:				
Presentation:				
Implementation:				
Report:				
Grade:				

[illegible]