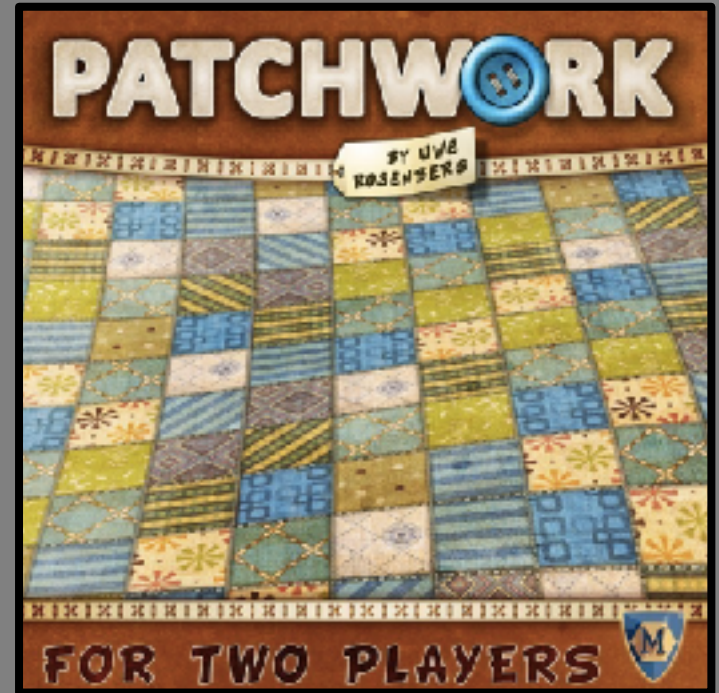# Reinforcement Learning in Patchwork
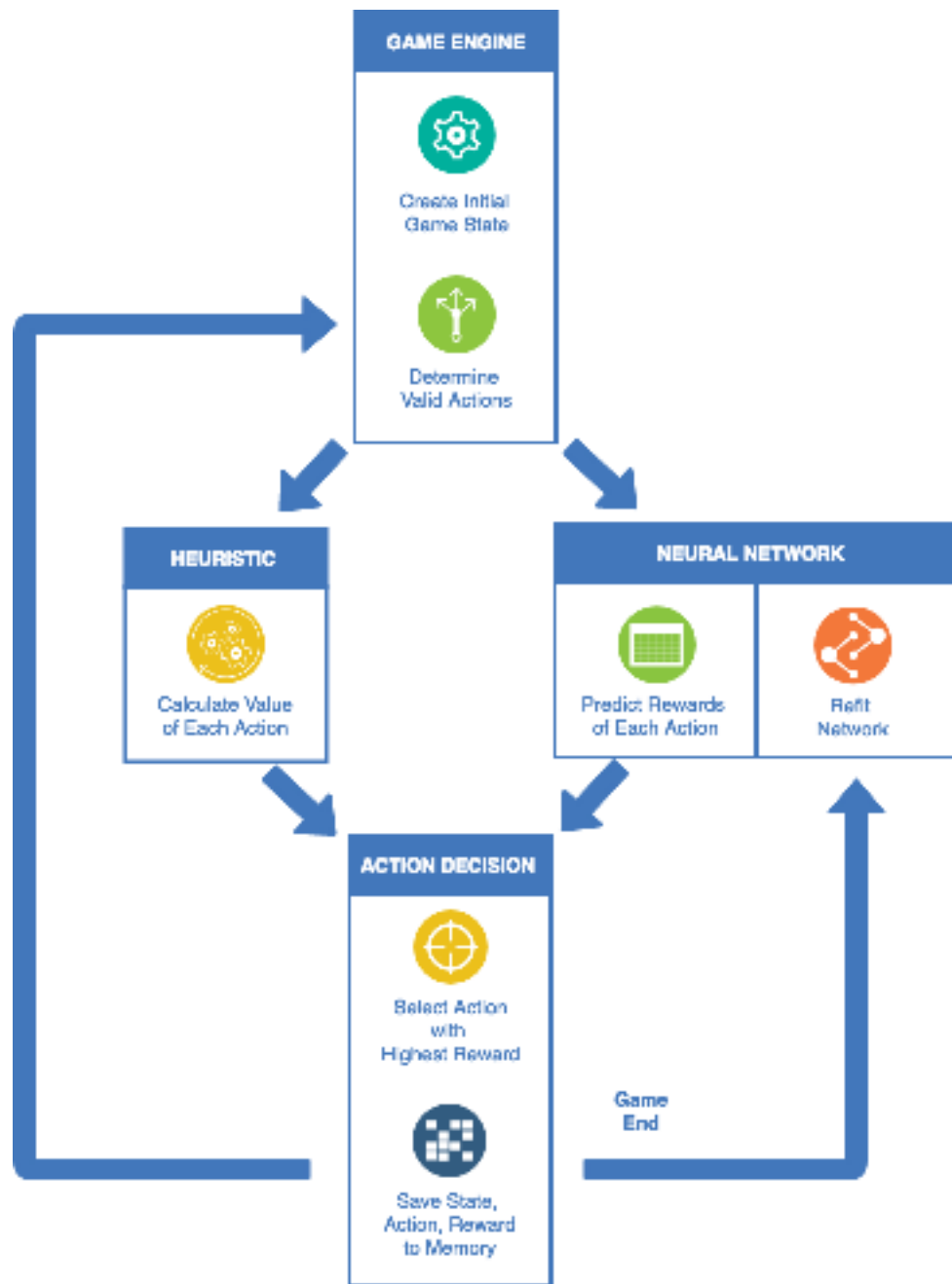
Browning Gentry

Patchwork

- Two player, turn-based board game

- Shared board controlling game time

- Each player begins with their own empty "Tetris" board

- Objective is to fill your board before the game ends

- Player with most "money" and most filled board wins

Model

Web Application

Results

Algorithm	Opponent	Algorithm Win Rate
Random	Random	50%
Model	Random	95%
Model	Human	80%
Model	Online - Medium	50%
Model	Online - Hard	20%

Thank you!

Browning Gentry