



FAKULTÄT FÜR
INFORMATIK

Computational Intelligence in Games

Emergence

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Agenda

- Dummy
- Dummy
- Dummy
- Dummy
- Dummy

Heuristic Agent I

- Dummy

Heuristic Agent II

- Dummy

Heuristic Agent III

- Dummy

Heuristic Agent IV

- Dummy

MCTS

- Dummy

MCTS Agent I

- Dummy

MCTS Agent II

- Dummy

EA

- Dummy

EA Agent I

- Dummy

EA Agent II

- Dummy

Experiment Result I

- Dummy

Experiment Result II

- Dummy

Experiment Result III

- Dummy

Development Process

- Dummy

Main Problems Difficulties

- Dummy

Conclusion & Future Work

- Dummy

Thank you for your attention!