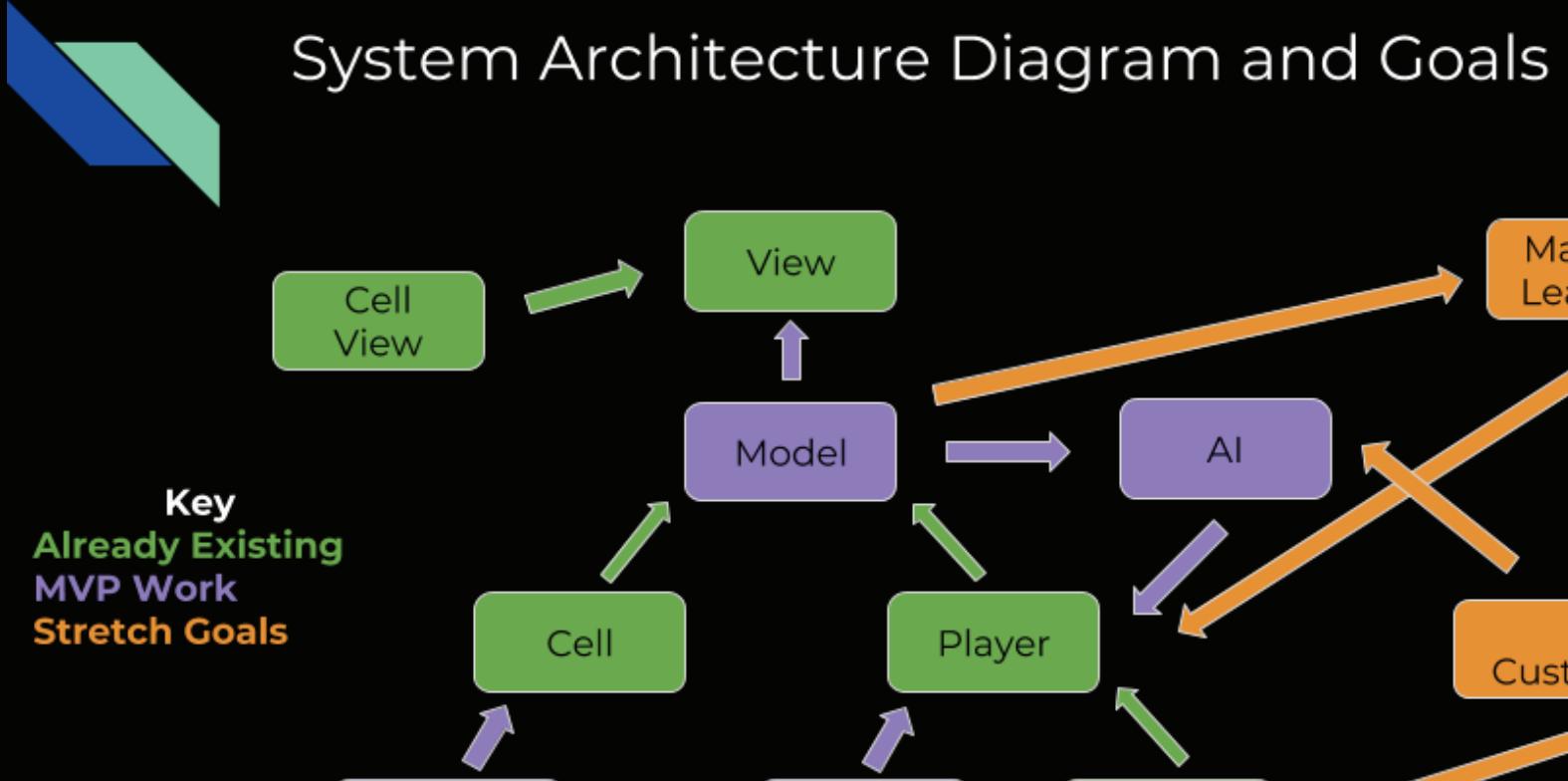


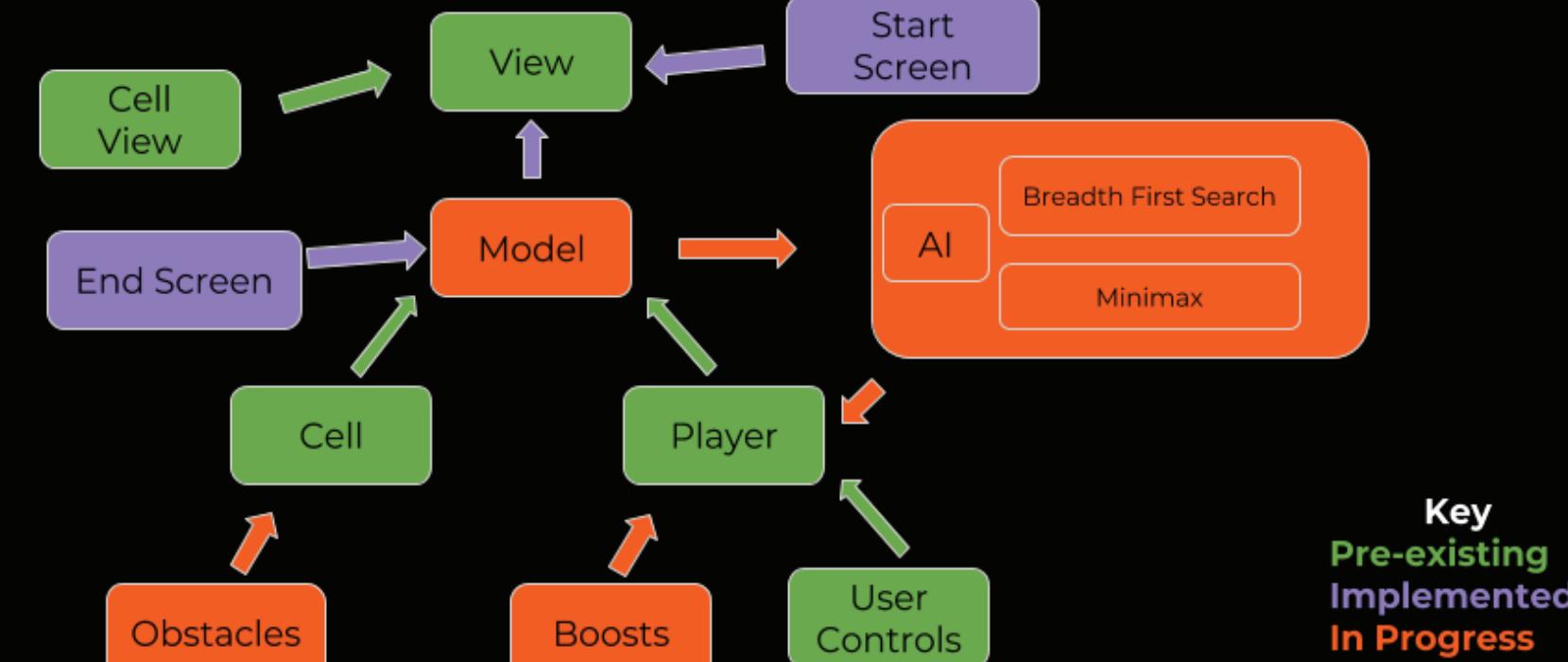
REVAMPING 'TRON'

NAOMI CHIU | ALEX PRYE | JESSIE PORTER

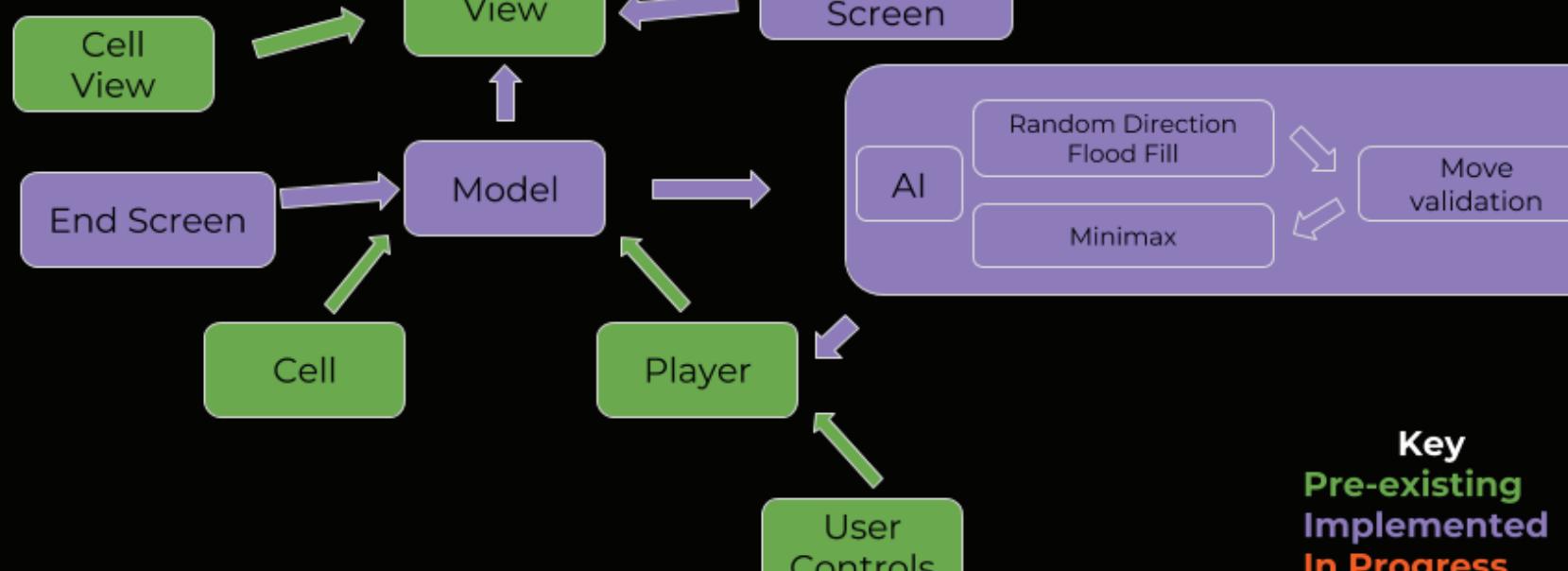
PROJECT NARRATIVE



Updated System Architecture Diagram



Final System Architecture Diagram



CREATING A 'TRON' AI

Revamping Tron AI is a remake of the classic arcade game Tron with a few twists. Based on the Tron minigame, Tron Light Cycles, the classic multiplayer snake game has been recreated. In this survival style snake game, players compete to be the last one standing by avoiding the walls created by each player's path while staying within the playing field. With up to four players allowed to play at once, with any combination of players or AI controlled bots, this game allows for single player and multiplayer game modes.

RESULTS

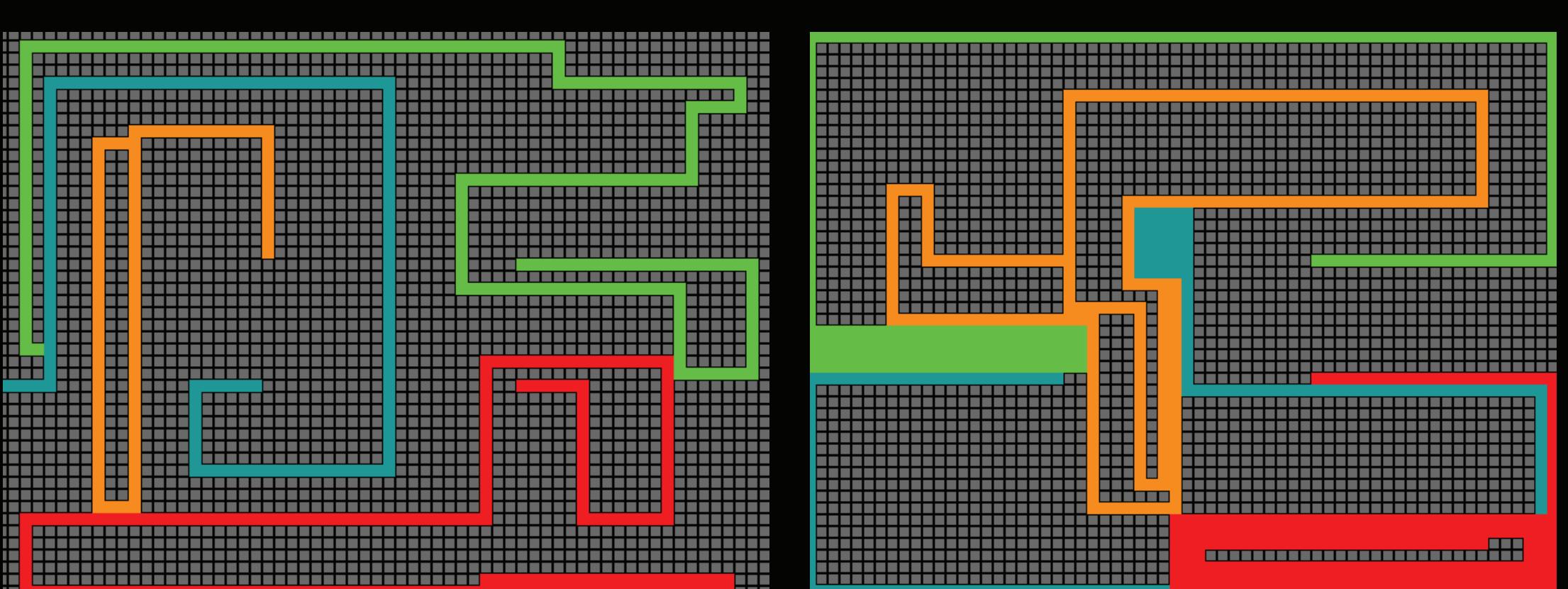
GAME MODE

SINGLE PLAYER

MULTIPLAYER

4 PLAYERS

1 PLAYER | 3 GPUs



IMPLEMENTATION

MINIMAX

