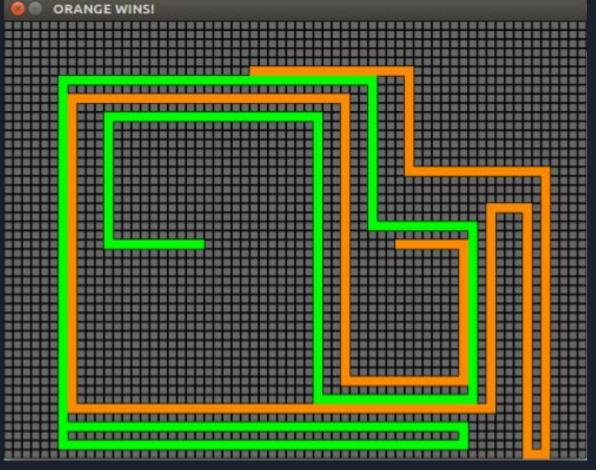
A Revamped Tron Remake

How You Can Help Us Today

- We have many ideas about improving this game but would like to know what you, the users would like to see
- We are planning to implement AI and machine learning for CPU creation and would appreciate any tips that you would be able to provide us with
- We will have to restructure the existing game so that it is compatible with AI implementation and would like your feedback on how to proceed

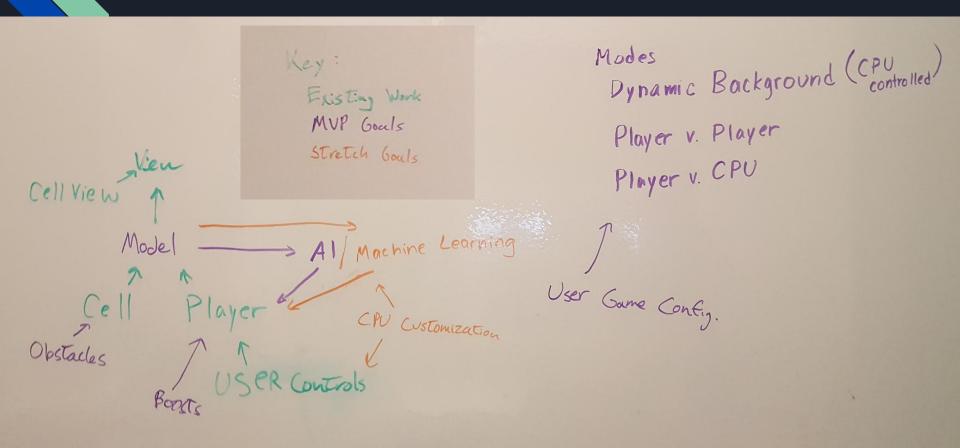
Existing Game

- A remake of the classic arcade game Tron, which is a survival game where players must avoid crashing into walls and the paths of other players.
- This version has only 1
 method of gameplay which
 is a 2 person, player versus
 player



A screenshot of our game after a completed match. In this particular round, the orange player won as the green player crashed into their own path in the lower left hand corner. When a match ends, the pygame window caption displays who won.

System Architecture Diagram & Goals



End

Key Questions

- If you were to play our game, what functionality would you look for/like to see?
- How can we make this more appealing to users?
- Do you know of any resources that can be helpful for our quest for Al and machine learning knowledge?