Managing memory and behaviour: implementing dynamical strategy for artificial intelligence in tower defense game using C++

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Abstract

Your abstract goes here.

1 Introduction

Write your introduction here.

2 Main Content

This section can be divided into subsections if needed.

2.1 Game design

Write the content for the subsection here.

2.2 C++ class structure

Write the content for the subsection here.

2.3 Logic and adaptive strategy

$$\frac{1}{|c_i - c| + 1} * \alpha \tag{1}$$

Write the content for the subsection here.

3 Conclusion

Write your conclusion here.

References

List your references here.