

Title: Excetra: A Snake Android Game through Ghosts Behavior
Approach of Artificial Intelligence using A* Algorithm

Author: Sheila F. Licayan, Michael Angelo P. Laurel, Jurena Mae A. Evangelista

EXECUTIVE SUMMARY

In this study, the researchers like to implement the use of an Artificial Intelligence (AI) to create a bot that can compete against the player in a battle. In addition, through the approach of Ghost Behavior there would be huge difference of deploying the usual AI's that are already known from other games. The usual classic snake game only shows a board, this time a player's object will be the snake and a scoreboard. This AI would have to be aware of its location, as well as the location of the player. Then, it would have to assess all this and put itself in a winnable situation. Due to android's popularity, there is better chance that it would get more users that would likely to download the game. Additionally, there would also be Facebook Leaderboards, which shows the top ranked players that are connected to Facebook. Facebook is not only a social media, but it also offers social feature that can be used for games and to connect to people to play games.

Keywords: Single-player, Artificial Intelligence, Facebook Leaderboards, Ghost Behavior, A-Star