

Minesweeper - Techniques of artificial intelligence

PROJECT REPORT

Anthony Zhou, Hamza EL Miri & Julien Baudru

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1 Introduction

Following its integration by standard on Windows 3.1 systems in 1992, The Minesweeper quickly became one of the most popular puzzle games of the century. The goal of this single-player game is simple, the player must discover as many tiles in the game as possible while trying to never click on a mine. The player has clues about the potential positions of the mines, indeed each discovered tile contains a number indicating how many mines are in its neighborhood.

In these pages, we will present the different points we needed to create an artificial intelligence capable of playing the game described above in the most successful way possible.

2 Methods

3 Results

4 Screenshots

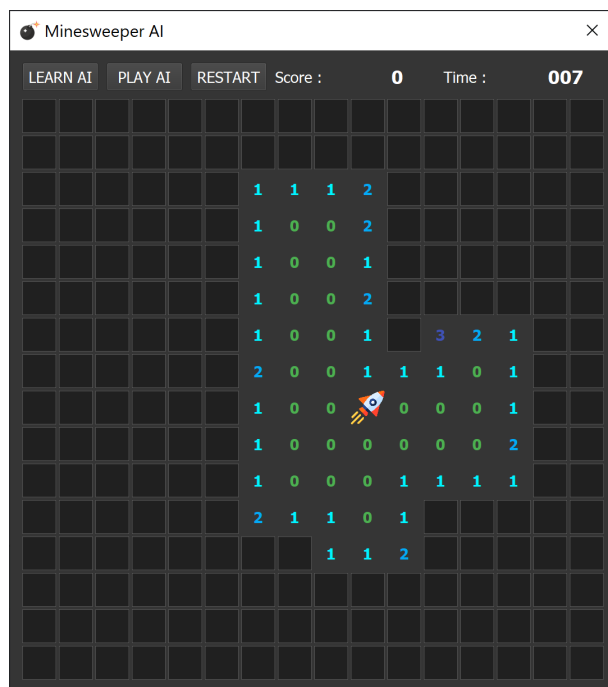


Figure 1: Screenshot