Project Brief

Project Name:

In-gaming Self-driving AI

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Project Description:

Using machine learning to implement a self-driving mechanism in Racing or Open-world games.

Project Component:

1. Deep learning model, using reinforcement learning, to find the relationship between traffic condition and action to take.
2. A computer vision mechanism, capturing game frames in a rate around 10fps, and optimize the frames with OpenCV to feed the learning model.
3. An operation simulating mechanism, simulating key stroke to control vehicles in games, in order to actualize the AI's output.
4. (Optional) A visualizer to present the state of AI, the relationship it learned, reinforced, reduced.