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CS-470

A.I. Term Project Proposal

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Battleship A.I.

Lee and I have been working together on a GUI battleship game in Python. For our term project we would like to take this project and create an A.I. that will work with this game. This A.I. would play against the player or another A.I. opponent. Our goal would be to have the computer demonstrate human-like decision making, not only when choosing moves, but also when placing ships.

Creating an A.I. to play a single game against a human player would be the initial goal, but we would like to explore having the A.I. learn over multiple games and possibly explore multiple methods for decision making. Thus, our secondary goal would be having two computers play each other multiple times in order to test which methods are most effective. To determine which methods are most effective will look at stats such as win/lose rate, number of turns, shots hit, shots missed, boats lost, and total number of hits taken.