MAIN TITLE SUBTITLE

Elias Obeid, Kent Caspersen, and Martin Madsen **Group and room:** d601f14, 1.1.01 d601f14@cs.aau.dk

February 2014 - May 2014

1 Preliminaries

Genetic algorithms

Populations

Genes

Crossovers and mutations

Fitness function

Neural network

Neurons

Generic trainer

Difficulty of games