

DEVELOPMENT OF A 2D PLATFORMER GAME AND MACHINE LEARNING MODEL

by

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I declare that this dissertation is my own work and that the work of others is acknowledged and indicated by explicit references.

Mathew Michael Dawson
May 2025

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Abstract

Write a summary of the work presented in your dissertation. Introduce the topic and highlight your main contributions and results. The abstract should be comprehensible on its own, and should not contain any references. As far as possible, limit the use of jargon and abbreviations, to make the abstract readable by non-specialists in your area. Do not exceed 300 words.

Acknowledgements

Write any personal words of thanks here. Typically, this space is used to thank your supervisor for their guidance, as well as anyone else who has supported the completion of this dissertation, for example by discussing results and their interpretation or reviewing write ups. It is also usual to acknowledge any financial support received in relation to this work.

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Abbreviations

| | |
|-----|------------------------|
| DQN | Deep Q Network |
| RL | Reinforcement Learning |

Chapter 1

Introduction

1.1 Opening Statement

this is the opening statement

1.2 Opening Statement 2

this is another opening statement 2

Chapter 2

Literature Review

2.1 Paper

this is some lit review

2.2 Paper 2

this is some more lit review