Michel Edgar

T00194492

Computing with Games Development

FYP Vision Statement

I plan to research the subject of neural networks as it relates to machine learning. I want to use this research to train an AI to play Street Fighter 2 from the SNES. Once the AI has learned to play the game, I will train the AI using a sample player to learn that player’s skill level and subsequently perform at a level that is deemed challenging for the player. I define this as the AI beating the user approximately 10% of the time, with a consistent performance in each fight. To ensure accuracy, I will have multiple users with multiple profiles of the AI that tracks each user’s skill level.