A-Level Computer Science Project

Preliminary plan

**Initial Title**

Clone Super Mario Bros (or similar) machine learning & Artificial Intelligence

**Outline of project**

Making the game and then creating an AI (machine learning) that will learn how to complete the levels in fastest possible route.

Main aim is to make sure the machine learns from its own mistakes and success and improves to achieve near perfection

Possible outcome is to create the ability of the machine to learn new moves and steps and deal with it

**Stakeholder**

Ben Shefi (my brother)

**Programming language**

Python

**Existing solutions?**

There are neural networks AI that is starting to produce solutions. However, they require huge amounts of computing powers and deep understanding of brain neural network and the way it works

**Next step**

**Modules needed:**