CS 480/\

Lam Nguyen/Khoa Le/ Thanh Le

Project Proposal

Approach: Genetic Algorithm and Neural Network

Area: Machine Learning/Game-playing Agent

Description:

- The environment is a 2-D game board, with enemy tanks, destroyable obstacles and rewards. The game is based on the old school "Battle City" Game

- The basic actions will be to move up/down/left/right and shoot in the current moving direction.

- The goal of the game is to defend the base while eliminate all enemies without getting hit by the enemies.

- Through genetic algorithm and neural network, the agent will understand the rules of the game, and the final expectation is playing the game intelligently.