**Genetic Algorithms for Strings**

**Written By:**Daniel Huan Nguyen  
and  
Ryan Taylor Dickey

Our idea for implementing genetic algorithms to solve a problem is to build a game. The game in mind was inspired by Riddle Me That by SecretBuilders Games. Riddle Me That gives a riddle which the answer is one word between 3-7 characters long. The user sees these characters as blank spaces. Underneath the blank spaces are 12 jumbled up letters. These letters consist of the correct letters for the answer as well as random letters to throw the player off. This version is not against a computer and has no time limit in answering questions. We think it would be interesting to use genetic algorithms for strings in order to make a person versus computer styled gameplay. The game would have questions pertaining to a topic of the user’s choice (i.e Artificial Intelligence). At the start of the game, the user will select what population they want to play against for the gene pool. Depending on this setting will determine how long the computer will take to solve the problem. It will use genetic algorithms for strings by taking the solution to the problem as well as the gene pool and calling the function to begin the process of mating and mutating chromosomes for the solution. If the computer finds the solution before the user, the computer receives a point and the next question is asked. Otherwise, the user bests the computer and receives a point. The first to 20 points wins.