# MET CS 664-A1 Fall 2022

**Artificial Intelligence Due: 5 Oct 2022**

**Semester Design and Implementation Project Proposal**

Names & emails \_\_\_Aaron Bockmiller (aaronbo@bu.edu)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Team Name: \_\_\_\_FruitBots\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Title: \_\_Exploration into resource-limited adversarial AI stratagems\_\_\_\_\_\_

Technology Platforms (OS, etc.): \_\_fruitbots.org, neural networks? (TensorFlow)\_\_\_\_\_\_\_\_\_\_\_\_

AI Tools utilized (can be none) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Programming Language(s): \_\_\_\_\_Python, JavaScript?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Description: (Be sure to include the area(s) of Artificial Intelligence you will focus on)

\_\_\_\_Our project will focus on exploring the effectivity of various adversarial AI game strategies via the online fruitbots.com platform. This environment allows for competition between 2 AI agents utilizing pre-determined algorithms on a semi-random game-space. We will strive to create the best-performing ‘bot’ through comparing, combining, and optimizing various known search and competitive algorithms. We will be able to measure performance compared to our own bots, as well as the 1300+ bots uploaded to the platform and their ranking system.

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What we will learn from this Project: (Why did you choose this Project?)

\_\_This project is of particular interest to learn not only how to develop and optimize adversarial AI, but to do so in a resource-limited environment. These two factors combine to pose an interesting and real-world applicable problem that will necessarily expose us to many different algorithms, as we will need to identify which performs best. In addition, we may be able to explore the use of neural networks to develop a ‘trained’ bot. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Potential Implementation Problems: (What do you think will give you the most trouble?)

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