**Solving Rubik’s Cubes**

This project would include a solution for a rubiks cube from any possible position it is in and provide a complete set of moves to get to the solution. Some users that may use this are anyone that wishes to solve a rubiks cubs. Users currently use a technique of memorizing algorithms and using them to solve it from many different positions. This approach might not be the most efficient because there could be a smaller number of moves used to solve the cube from the specific position.

Some data/knowledge the system should know to run would include:

* The current position of the cube
* A check knowing when the cube is solved
* In which ways the cube can move
* (maybe) the algorithms
* A technique of solving this problem through AI

The knowledge could be obtained from people who have mastered solving the rubiks cube and we could possibly help by training the system to learn the best ways to solve.

My best guess at what might help in this approach would be either search or artificial neural networks.

**A Solution to Winning Settlers of Catan**

This project would include a solution of the best ways to win the board game Settlers of Catan. The user type would include people who play the game and want to know the best ways to win.

The current approach is through rolling dice, following the rules, building, settling, trading, and trying to get 10 victory points before the rest of the players (in the most basic game).

The current approach is insufficient because the ways people win the game might not be the optimal solution on how to win the game every time.

The data/knowledge will come from:

* The rules of catan
* AI to help solve the game

I think either genetic algorithms or artificial neural networks would be the best approach in helping in finding a solution.