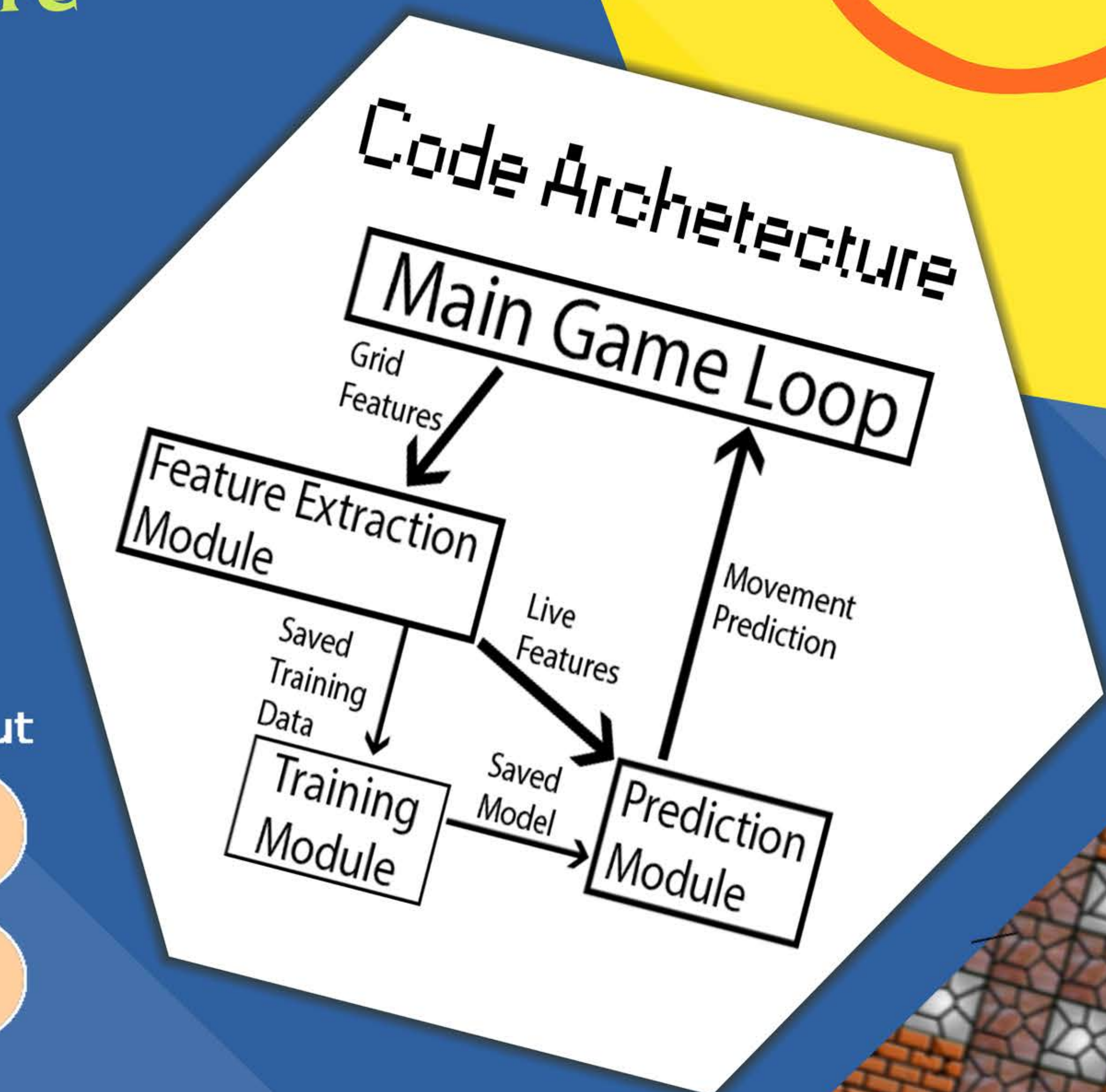
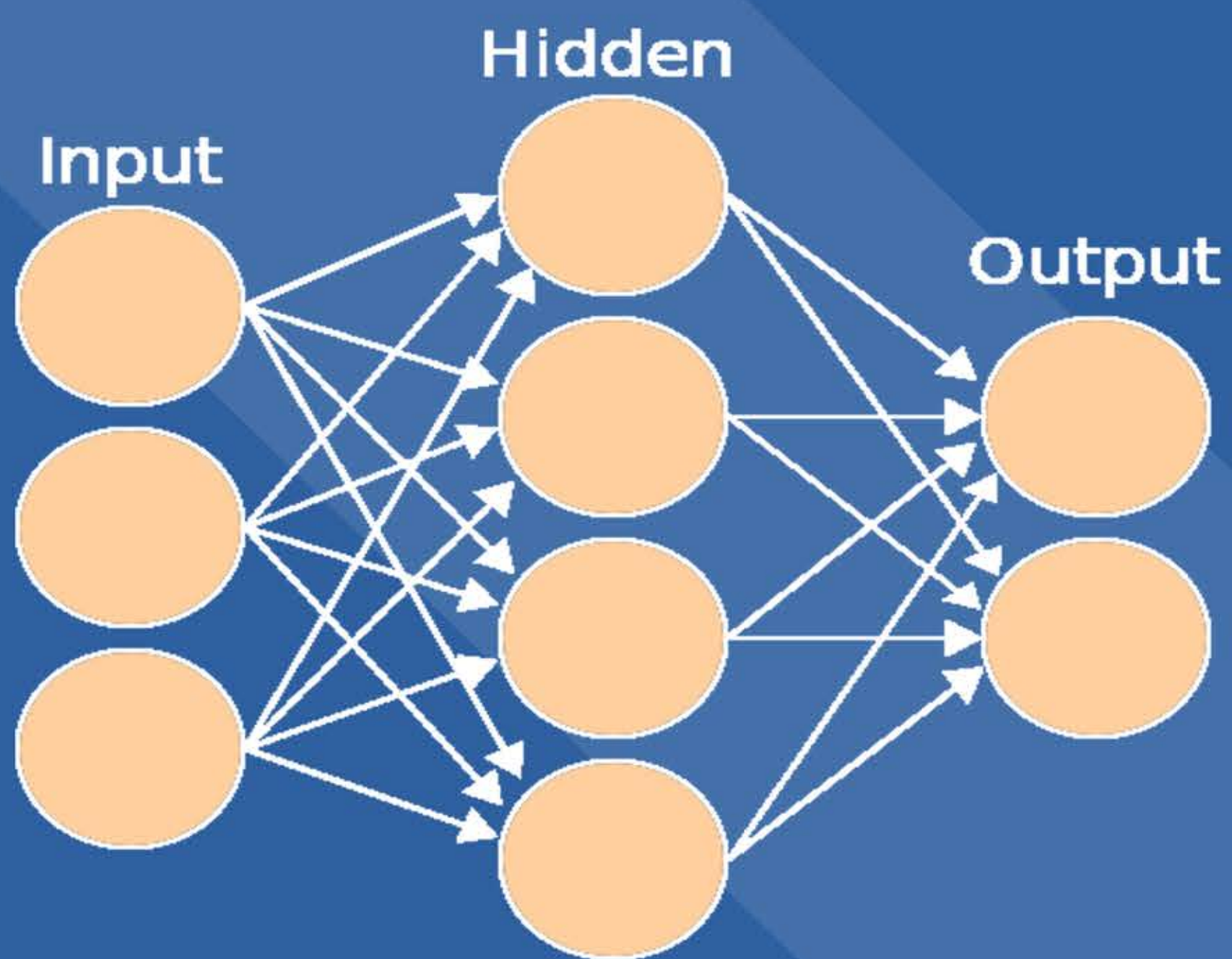


# TEAM AFK

## -BOMBERMAN BOT

By Nick Steelman, Seungin Lyu,  
Benjamin Zieman, Yichen Jiang,  
Alex Core

Our final project of Software Design was an attempt to using Artificial Neural Network to train a bot that plays the classic bomberman game.



What it can do:

Move Around

Place bombs

Avoid enemys

WIN THE GAME!

