



AI Course Final Project



Author: Shimu Begum

Created with Pi

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01

Introduction

Introduction

- 1 This AI course focused on both theoretical concepts and hands-on lab tasks.
- 2 The project includes:
 - Algorithm implementation
 - Game development
 - Use of AI tools



02

Course Objectives

Course Objectives



Understand core
concepts of Artificial
Intelligence



Implement classical
search algorithms



Develop games using AI
techniques



Explore modern AI tools
for presentations and
videos

03

Theory Topics Covered

Theory Topics Covered



1

Introduction to AI

2

Problem Solving

3

Uninformed and Informed Search

4

Game Playing

5

AI Tools Overview



04

Algorithms Implemented (Lab Task)

Algorithms Implemented (Lab Task)

BFS (Breadth-First Search)

DLS (Depth-Limited Search)

Best First Search

Bidirectional Search

Minimax

DFS (Depth-First Search)

IDS (Iterative Deepening Search)

Beam Search

AND-OR Graphs

Alpha-Beta Pruning

A low-angle, upward-looking shot of a modern building's exterior. The building features a grid of windows and several prominent, curved balconies or overhangs that create a sense of depth and architectural complexity. The lighting is soft, highlighting the textures of the building materials.

05

AI Game - Chess



AI Game - Chess

1

Two-player game with AI opponent

2

Algorithm used: Minimax with Alpha-Beta Pruning

3

Developed using Python and Pygame

06

AI Game - Snake

AI Game - Snake



Classic snake game



Logic-based AI path movement



Developed using Python

07

AI Game - Tic Tac Toe

AI Game - Tic Tac Toe

- 1 Human vs Computer
- 2 Algorithm: Minimax
- 3 Detects win, lose or draw automatically



08

Tools Used

Tools Used



Video created using: Pictory.ai



Presentation designed with: AI
support (ChatGPT/Tome)



Documentation: README written
using ChatGPT

The background of the slide is a dark, atmospheric landscape of sand dunes under a night sky. The dunes are silhouetted against a deep blue and purple sky, with a faint aurora borealis visible in the upper right. The overall mood is serene and mysterious.

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What I Learned



What I Learned

- 1 Practical understanding of AI algorithms
- 2 Building game logic with AI
- 3 Using AI tools for documentation and presentation
- 4 Improved coding and communication skills

A low-angle, upward-looking shot of a modern building's exterior. The building features a grid of windows and several prominent, curved balconies or overhangs that create a sense of depth and architectural complexity. The lighting is soft, highlighting the textures of the building materials.

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Supervisor & Acknowledgment

Supervisor & Acknowledgment



Supervisor: Mr. Razorshi Prozzwal
Talukder



Special thanks to my teacher and
university



Grateful for AI tools that helped
enhance this project

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Thank You!

Thank You!

- 1 GitHub Repository: github.com/shimu615/Al-Course
- 2 Feel free to explore the code, games, and documentation.



The background is a dark blue gradient with intricate, wavy, topographical-like lines. A faint, light blue silhouette of a hand is visible in the center, with the fingers spread. The text "Thank You" is centered over this background.

Thank You