Team

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Flappy Bird

Problem Statement

To self-train bird to overcome its obstacles based on length and height from Obstacle.

Approach

To train game through various different models and analyze Accuracy through them. Measures are:-

1. Decision Trees:- Train model to classify for the particular position whether the bird should jump or not.
2. Logistic Regression:- Classify particular instant for jump or not
3. Neural Networks:- Use NN to classify timing data and train to jump or not.
4. Analyze Accuracy for different data size.

Data Set Used: Data has been generated by playing Game multiple times from max output. Data is stored after each 50 ms.

Research Papers: No Research Paper yet Used. If found One we may refer to it.