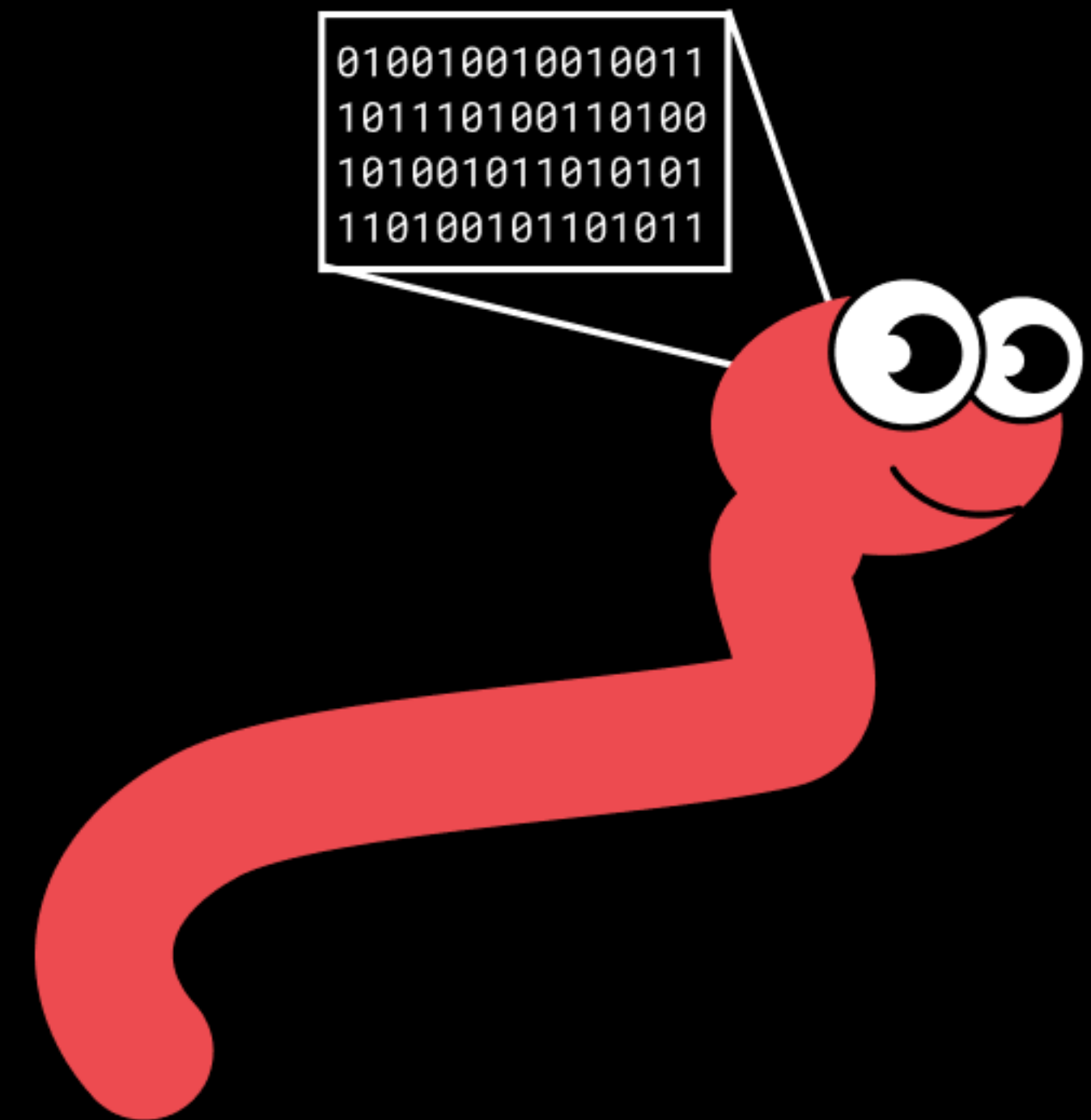


Thesis Objective

- **Problem Statement:** *“How to train bots with reinforcement learning to play a multiplayer game with the shortest possible training time?”*
- **Contents:**
 - Game
 - Methods & Results
 - Demonstration
 - Q/A



Video Game

Rules

- Multiplayer snake game
- Eat food to grow longer
- You die if you crash into any player or wall
- **Goal: Grow as long as possible**

