Eigen proefopdracht

**Machine Learning in Unity**

**Goal:**Write an AI program that learns from the user input. You need to be able to see the program evolve. The goal of the program is to find the player on a 2D surface on a consistent basis.

**How:**  
First the program puts random waypoints around. After every x-amount of seconds, the program evolves and tries to do a better job at finding the player by taking in the user input (waypoints used by the player).