Term Project I: Group Selection

Project Description

Proposed Topics:

1. AI for Tiny Islands, a turn-based grid-based strategy game that involves placing different terrain tiles and drawing islands to earn points. This project will involve two stages: The first is a state search algorithm to determine the best high score given a known seed; and the second would be to train a reinforcement learning model that can exceed at obtaining an effective high score without prior knowledge of the seed's configurations.
    1. Cost-opt search given a single state of board
    2. Reinforced learning for any possible configuration state.
2. A chess AI that has distinctive play styles and "personality/traits", not just "aggressive/sacrificial vs reserved/defensive". Traditional chess AIs have simple configurations based on move priority or depth count. Usually a lengthy literary description is included for user experience, but actual gameplay is lackluster.
3. An AI that can identify a certain type of object (probably will be pretty specific given our scope) from inputted images. For example, identifying bikes from other modes of transportation. (Possibly computer vision)
4. An AI to play minesweeper, implying that we create the minesweeper application. The AI will attempt to solve the Puzzle in the least amount of time utilizing multiple different strategies.

Term Project I: Group Selection

Group Members

Group 6 Member Information (In Alphabetical Order):

Name	Email	Phone Number
Alex Ma	ma.al@northeastern.edu	(609) 937-2574
Andrew Sayegh	sayegh.a@northeastern.edu	(508) 598-8674
Diego Valdivia Cox	valdiviacox.d@northeastern.edu	(617) 685 8340
Hongkang Xu	xu.hong@northeastern.edu	(617) 283-3492