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Snail Game 2020 Artificial Intelligence ARTIFICIAL INTELLEGENCE FOR GAMES SUBMITTED TO: FAISAL ZEESHAN GROUP MEMBERS: | Mahmood Yousuf (1802011) | Hamdan Ali Baloch (1802037) | Salman Ali (1802010) ABSTRACT AI-Game development is the integral part of Artificial Intelligence. Today Gaming Industry is following the AI based games. To make play games with machine or computer here AI agents will be used. AI agent will detect a conceptual flow and will follow it. AI agent either stops opponent or tries to win the game. This report is about AI Agent based gaming. AI Gaming helps to develop mental and phycological skills. Making computer/program intelligent so that it should move intelligently like humans. Many algorithms such as path finding, trees, and heuristic functions can be used for making AI Agents. This project use minimax and heuristic functions to move an AI agent. In this project an AI bot is developed to play with human. AI agent should be enough intelligent to compete with human. AI bot can try to stop opponent to score or it will try to score maximum. Finding optimal solution is the key factor for AI agent. A.I Agent will think as like human brain to choose the best move.

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