

DEVELOPING A STRATEGY GAME WITH ARTIFICIAL INTELLIGENCE CAPABILITIES

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ABSTRACT

This project that the author is undertaking is to develop a strategy game with artificial intelligence capabilities. This special study project aims to investigate and apply the concepts of artificial intelligence into a strategy game. It focuses on the development of artificial intelligence capabilities of the game rather than the graphics or game-play. The strategy game developed will learn and update its database according to predefined game rules. The final outcome of the project would be a computer game capable of learning from its mistakes after playing a game with a human opponent.