STUDY AND IMPLEMENTATION OF BASKETBALL GAME APPLICATION WITH ARTIFICIAL INTELLIGENCE

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ABSTRACT

The aim of this project is to develop a one on one basketball game. This system will allow the user playing the basketball game with another user at the same PC and allow the user play with the computer player. This has make the one on one basketball game more flexible because if the user is alone and would like to play the basketball game, he can enjoying the basketball game by playing against the computer player. The rules of the basketball game are not so complicated. The author tends to focus the basketball game to the beginners. For the design phase comes the construction phase. System coding information is also found in this document. The testing helps the author to keep track of the reliability and stability of the proposed system. The process of collecting the information, research findings and the practical work are very important for producing this project.