Computer Systems: Project Quarter Projections

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Project: Create and AI with Machine Learning

Quarter 1: For first quarter the goal would be simple. It would be to create the actual game(othello, or something similar) and to create a basic AI with foward checking. Hopefully the forwardchecker would be able to go several moves deep, making the AI difficult to over come at the basic label.

Quarter 2: Second quarters objective would to have the AI retain information from the outcome of previous games. Then in future games, it would use the saved information to make more educated moves, thus making a stronger AI.

Quarter 3: For the final quarter, the objective would be to have the AI learn the tendencies of the opponent. The AI would base its moves off what the oppenent had done that game already. This way the computer would possibly be able to expose vulnerablities and avoid strengths of the player.