Abstract

In recent years the gaming industry has been on increase. In order to maintain competitiveness gaming companies are required to develop more and more compelling computer games what implies the presence of the very responsive artificial intelligence controlling the game elements, on which our work focuses. We have implemented a simple 2D programming game where we have experimented with the artificial intelligence in it trying to create a strategy beeing able to compete with human. We have explored several variations of learning through the evolutionary strategy applied to neural networks and we have created game characters worthy of being an equal opponent to the game user.