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THESIS ASSIGNMENT

Name and Surname: Bc. Tomáš Kuzma

Study programme: Computer Science (Single degree study, master II. deg., full time form)

Field of Study: 9.2.1. Computer Science, Informatics

Type of Thesis: Diploma Thesis

Language of Thesis: English

Secondary language: Slovak

Title: Sub-symbolic AI for the game Breakthrough

Aim: Create an overview of appropriate AI approaches usable for multiplayer games. Analyse their suitability for the game Breakthrough. Attempt to devise a sub-symbolic AI that will play the game as good as possible. Implement the AI and verify its performance in practical tests.

Supervisor: RNDr. Michal Forišek, PhD.

Department: FMFI.KI - Department of Computer Science

Head of department: doc. RNDr. Daniel Olejár, PhD.

Assigned: 24.02.2014

Approved: 25.02.2014   prof. RNDr. Branislav Rovan, PhD.
Guarantor of Study Programme

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Student

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Supervisor