In MPhil, I have used Feedforward Neural Networks with Reinforcement and Evolutionary Learning techniques for...

A simple neural network

Results show that higher crossover rates in evolution produce stronger AI players while small population converges earlier than large populations.

To explore AI planning in RTS games. AI planning, in Games, has been used successfully for

Pathfinding and Planning with Weapon Selection

Implementation of simple and Complex behaviours of AI players

PhD supervisors:
Dr. Diane Kitchin and Dr. Andrew Crampton.