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Naveed, Munir

AI for Games

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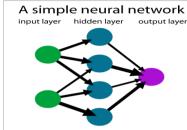
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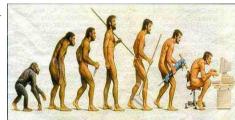
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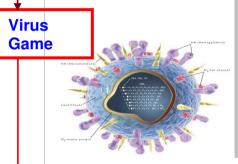
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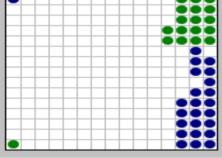
Al for Games by Munir Naveed

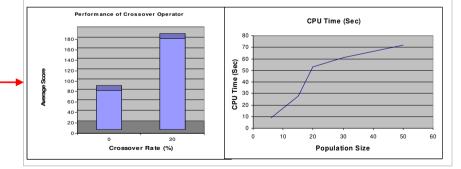
In **MPhil**, I have used Feedforward Neural Networks with Reinforcement and Evolutionary Learning techniques for....











Results show that higher crossover rates in evolution produce stronger AI players while small population converges earlier than large populations. To explore Al planning in RTS games. Al planning, in Games, has been used successfully for

Pathfinding and Planning with Weapon Selection

Implementation of simple and Complex behaviours of Al players

PhD Work (Funded by Huddersfield University)



PhD supervisors:

Dr. Diane Kitchin and Dr. Andrew Crampton.