

AngryStudents: when students develop an AI for AngryBirds

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Seminar: Practical Planning for AngryBirds

Abstract. Write this at last :) Summarize your work, precisely and short. Including not only what you intended to do, but also what you have done and what the essential results are! These are very important lines, do not mess them up and chase potential readers off. It should not be more than 12 lines.

Keywords: Place, some, keywords, separated, by, a, comma

1 Introduction

- Introduce the topic → AngryBirds, AI Birds Competition [2], ...
- Why is it challenging
- Sketch your approach

2 Preliminaries

In this section you introduce everything needed in order to understand your approach, for example the method you are using (some search method, machine learning method, etc.), or basic definitions.

3 Your Approach

Explain your approach more detailed:

- What exactly are you doing, and how?

Your decisions should be reasonably explained.

4 Evaluation

Evaluate your approach. This can only be done if you implemented something and can test it. E.g. compare it to the benchmarks from aibirds.com

5 Conclusion

Conclude on your work, incorporate related work (if there are already similar approaches) e.g. [1].

References

1. Francesco Calimeri and Michael Fink and Stefano Germano and Giovambattista Ianni and Christoph Redl and Anton Wimmer: AngryHEX: an Artificial Player for Angry Birds Based on Declarative Knowledge Bases. In: Baldoni, M., Chesani, F., Mello, P., Montali, M. (eds.) Proceedings of the Workshop Popularize Artificial Intelligence co-located with the 13th Conference of the Italian Association for Artificial Intelligence (AI*IA 2013), Turin, Italy, December 5, 2013. CEUR Workshop Proceedings, vol. 1107, pp. 29–35. CEUR-WS.org (2013), <http://ceur-ws.org/Vol-1107/paper10.pdf>
2. Renz, J., Ge, X., Gould, S., Zhang, P.: The Angry Birds AI Competition. AI Magazine 36(2), 85–87 (2015), <http://www.aaai.org/ojs/index.php/aimagazine/article/view/2588>