

## **Using Deep Learning to Play Strategy Games**

**School:** Portales High School

**Team Members:** Christopher Leap and Nicholas Brown

**Team Sponsor:** Jack Willis

**Area of Science:** Artificial Intelligence

**Proposal:** In our project, we will create an artificial neural network (ANN). Using this ANN along with genetic algorithms and/or back propagation, we will train the ANN to play strategy games, such as Carcassonne or Dominion. The project will be split into two components: the ANN and the game. By structuring the project in this way, we will be able to adapt the ANN to any game we choose to give it. If time permits, we will adapt the ANN to more complex problems.