

AI Strategies in "The Lion King's Game of Thrones"

For the CSCI1410 Fall 2023 capstone project, students developed an AI bot to compete in "The Lion King's Game of Thrones," a strategic grid-based game. The project challenges participants to integrate artificial intelligence techniques such as adversarial search to control and expand territory within the game environment all while handling threats from NPCs like hyenas. The ultimate goal is to program a bot that can make tactical decisions against both AI and player opponents.