

Deep Reinforcement Learning for playing Starcraft II

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Duration: 1 Year (IP 1 + 2)



Topic:

- Develop an agent that that learns how to play Starcraft 2.

Methods:

- Deep Reinforcement learning.

Used Tools:

- Blizzard Starcraft 2 API.
- TensorFlow Machine Learning Framework.



Results to be published in an international conference.

Background Knowledge on Machine Learning Required!