

CS 8520: Artificial Intelligence

Game Lab

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Prolog Games

- Underwater:
 - The game starts with you stuck in a under water cave.
The goal is to find the cave exit before you run out of air.
- Canoe:
 - You have been bitten by a poisonous snake!
- Star Trek:
 - You are the ensign of a Federation ship that has just been attacked, and it is up to you alone to save yourself.
- Bank Robber:
 - You have just robbed a bank and while trying to escape you realized you lost your keys in a sewer grate.

Things to think about for each:

- How easy was this game for you to solve?
 - What knowledge from within the game did you use?
 - What more general knowledge did you use?
- How easy would this be for your agent to solve?
 - What knowledge could it get from within the game?
What would it take to get it?
 - What additional knowledge would you somehow have to represent?