

KotlinTestAgent – The Fighting Game AI – CIG 2018



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Our approach is a hybrid solution based on the previous winning approaches plus our extreme optimizations in the implementation of MCTS (reduce performance ☾ increase number of runs).

Special: We use Kotlin, probably the only team using Kotlin

KotlinTestAgent =
GigaThunder + Extreme Optimizations



Awesome Corner Case &
Calculator

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1. MCTS Selection Optimization (Faster ☾
Run MCTS more)
 2. General Implementation Optimization

Thank you for the competition
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