

## GAME DESTROYER

### INTRODUCTION

AI is dominating the world of humans. The news of AI defeating chess and GO champions are heard by everyone. Now it's time to get your hands dirty and make one of your own models to solve a game using AI.

### PROBLEM STATEMENT

This is a daylong hackathon and you have to solve a game that will be announced on the day of hackathon.

### EVENT RULES AND SPECIFICATIONS

#### 1. RULES

- A team may consist of maximum 4 members.
- Participants shall not be allowed to be part of more than one team.

#### 2. SPECIFICATIONS

- The event will continue for 20 hours. Teams have to work in the space provided.
- Game to be solved will be provided at the start of event.
- Teams have to bring their own laptops.

#### 3. JUDGING CRITERIA

- Model accuracy
- Score achieved by the program.

### CONTACT DETAILS

Adarsh Jain (7073101165)

Alish Kanani (9664515665)

Aman Namdev (9588808712)

All decisions taken by the organizing team will be deemed as final, and no more changes will be encouraged, thus holding the full authority to change any of the above rules as per circumstances.